GEAR KRIEG

AFRICAN THEATER

DREAM POD 9

GEAR KRIEG

AFRICAN THEATER

The alternate Second World War has come to the sandy wastelands of Africa. The influence of super-science is growing in the Gear Krieg world as all sides put their newest constructs into the field — experimental Tiger tanks with wire-guided missiles and heavier combat walkers face off against American advanced units and British combat quadrupeds. The Italian forces reluctantly fight alongside the Germans while French are divided over allegiance: their Grognard-class super-heavy tanks fight on both sides of the conflict to defend the colonial territories.

The Theater books are the main tool for expanding the Gear Krieg game world. Each book details another part of the world and gives new scenarios and new technology to the players. They are built much along the same lines as the basic book, but they do not include the rules (purchase of the basic Gear Krieg rulebook is required).

The North Africa Theater Book includes:

- Alternate historical background for the desert conflict;
- Tabletop rules for fighting in the harsh environment of Africa;
- Seven detailed ready-to-play desert scenarios with maps;
- Basic tables of organizations and equipment (TO&E) for the expeditionary forces of Germany, the British Commonwealth, the United States, Italy and France;
- and more than fifty vehicles and variants from all nationalities.

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"What are we to do? It is simple. We must beat the English. They are opponents fit for our own steel. They pretend they are not trained for war, and indeed one sees that it is true. But they are good men in the art of war, or the game of war. Our task is clear. Every man in the desert must realize this simple fact. We are here to win."

— General Erwin Rommel, Deutches Afrika Korps

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To the writing team and all those who gave them a hand — good save!

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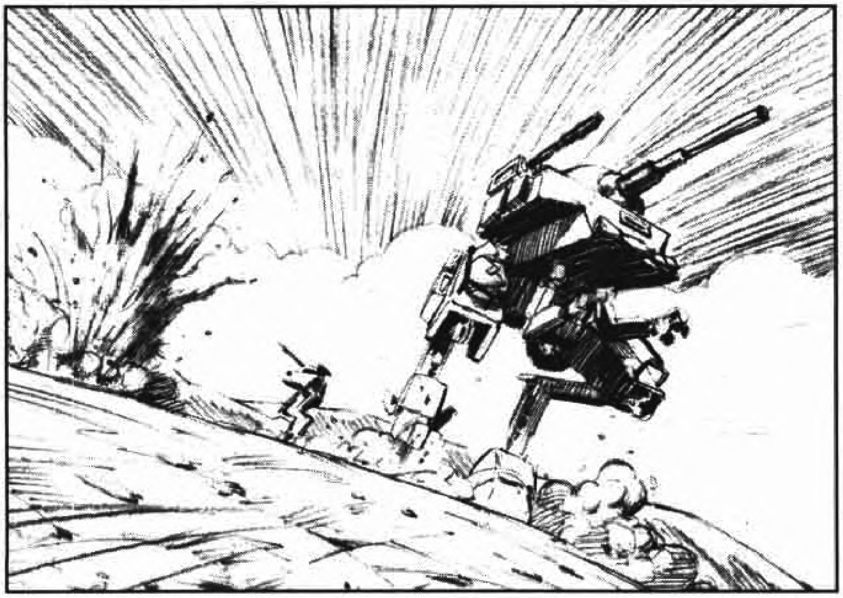


CAULDRON OF DEATH!

Sergeant Alfie Woodhouse cursed. He cursed the heat, he cursed the dust, the Eye-tyes, and the bloomin' Jerries. But most of all he cursed walker no. 5, F troop of the 2nd company of the third Royal Armored Walker Regt., Fairfax, the Cavalier. His own personal rolling broiler. After a day's cruising in old Fairfax, Alfie and Bob, his driver, would crawl out of the cockpit, legs wobbly and throat rasping, to collapse in a heap, pawing feebly for their canteens. He wasn't good for anything until he'd had that long drink of water. Who cared that it was warm and brackish — it was wet, and it cut the dust caking their throats, and that was all that mattered.

Then they could stumble across the lager to the campfires and try to choke down the filthy stew of Bully Beef that was the one staple feature of everyone's diet. The fact that the canned ration beef was invariably reduced to a greasy liquid goo by the heat of the desert sun did nothing to increase its palatability. Alfie closed his eyes and remembered the good old days, chasing the Italians across Libya. Not only was the fighting easy, but the captured Italian ration sausage, tough and chewy as it was, still tasted a damned sight better than ration Bully Beef!

But those days were gone, chased out of Cyrenaica along with all of the 8th Army by Rommel, the Desert Fox. Bloody Rommel... Alfie remembered the days and nights of fear as they rolled old Fairfax across the Libyan coastal plain, the Afrika Korps snapping at their heels. He and his mates, or the lucky ones who'd made it, hadn't stopped running till they'd hit the Egyptian frontier! Days and days of being cooped up in Fairfax's cockpit, the smell of his own fear mixing noxiously with petrol and oil to form a stomach churning brew. He still awoke some nights with the shivers, remembering those terrible days.

Tonight though, he wasn't in his bedroll, no matter how much he might wish he was. This was it. The Big Push, time to pay the old Fox and all his stinkin' Hun's back for all of Alfie's mates who hadn't made it back to Egypt. He looked at his watch. One minute to H hour. One minute until the 8th Army under the command of their new General, Bernard Law Montgomery, would take the war out from their revetments and foxholes across the sea of sand, barbed wire, and mines, out to the Germans who waited. Waited for the hammer-blow that General Montgomery planned to unleash on them. He looked at his watch again. Thirty seconds. The driver hit the ignition switch, and the Whitworth radial engine coughed into life. Ten seconds... nine... eight...

Alfie looked up from his watch and out across the darkened landscape of the nightime desert. Suddenly the night was shattered, rent asunder by the crash of hundreds of British guns. Far ahead he could see the target zones exploding as the shells gouted light and jagged metal through the German lines. Alfie roared and pounded his instrument panel.

"'Ow does it feel, eh Rommel? 'Ow does it bloody feel, you Jerry bastards?!'"

The guns hammered the earth like Judgement Day and Alfie could feel Fairfax juddering under him as the shock of countless explosions rippled the ground beneath the machine like a blanket in the wind.

To his right and a little to his front, Furious, the Cavalier of Sgt. Julian, his section leader, arose out of his concealing revetment. Rolling forward, into the white tape bordered lane through the minefields, Furious beckoned him on.

Alfie snarled the order, and Bob slammed Fairfax into gear. The engine howled a counterpoint to Alfie's snarls of hatred, as Fairfax rolled forwards into the shell torn darkness.

Into the cauldron of death that was El Alamein.

THE NORTH AFRICA WAR

This first Theater book brings the Second World War to the sandy wastelands of Africa. The influence of super-science is growing in the **Gear Krieg** world as all sides put their newest constructs into the field — the Germans fielded rocketpack-equipped troops, experimental Tiger tanks with wire-guided missiles and heavier combat walkers in Tunisia, while the Allies were experimenting with four-legged walkers and futuristic APCs. All must face the harsh desert sun and sand, bringing both machines and men to the brink of exhaustion and destruction.

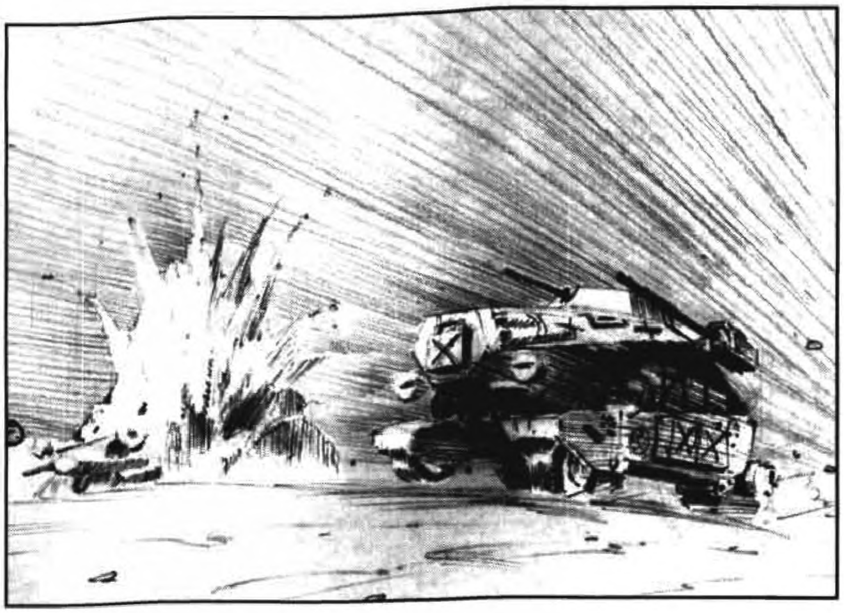
The war in North Africa created the first true heroic figures of the war. Men like Rommel, Montgomery, Auchinleck, Wavell, and Patton became living legends, admired, feared and respected by both friends and enemies. Many have said that the war in Africa was the last of the chivalrous conflicts where the armies of both sides respected their adversaries both on the field of battle and in the aftermath.

Specialized units were born or honed in North Africa. Stirling with the British Special Air Service, Skorzeny with the German SS infantry, and the United States with Krueger's Kruegermen. These specialized units either lead to or used equipment and vehicles modified to their specific uses. From as little modification as Krueger Men painting suspension or transmission casings white for night time convoys to the recently developed rocketpacks of Skorzeny's SS infantry.

Beyond the German, British and American armies, two other factions were fighting in the desert: the beleaguered Italian forces, which fought alongside the Germans to protect their meager gain in Africa, and Vichy France, whose Grognard-class super-heavy tanks and Foreign Legion troops attempted to defend the old colonial French territories still . . .

Timeline

Great Britain declares war on Germany	Sept. 1939
Fall of France; Rommel's first success	June 1940
Italy declares war on Britain	June 10th, 1940
Mussolini orders the invasion of Egypt	Sept. 13th
Italian Army stops after occupying Sidi Barrani	September 16th, 1940
Italy invades Greece	October 28th, 1940
British counterattack against the Italians at Sidi Barrani	December 9th, 1940
Battle of Beda Fomm	February 7th, 1941
The Desert Fox arrives in Africa	Feb. 14th, 1941
Hitler sends 24 divisions into the Balkans	Spring of 1941
Afrika Korps attacks British at Beda Fomm	March 24th, 1941
Operation Battleaxe	June 15th, 1941
Churchill relieves Wavell of duty	July 5th, 1941
Operation Crusader	December 18th, 1941
Layforce attempts to capture Rommel	November 17th, 1941
Formation of the Special Air Service	December 1941
Rommel's counterattack to the Cyrenica bulge	January 21st, 1942
Battle of Gazala	May 27th, 1942
Churchill relieves Auchinleck of duty	August 15th, 1942
Rommel's assault on Alam Halfa Ridge	August 31st, 1942
Operation Herkules	September 3-6th, 1942
Rommel sent home	September 21st, 1942
Battle of El Alamein	October 23rd, 1942
Rommel returns to North Africa	October 26th, 1942
Axis forces retreat toward Tunisia	Nov. 3rd, 1942
Operation Torch	November 8th, 1942
German troops move into Tunisia	Nov. 15th, 1942
Rockettruppen attack Casablanca	Jan. 4, 1943
Battle of Kasserine Pass	early 1943
Patton receives command of Tunisia advance	April 2nd, 1943
8th Army advance on Mareth	April 17th, 1943
Rommel is evacuated from Tunisia	April 29th, 1943
Last German ground troop evacuations	June 8th, 1943
Italian garrisons in Libya surrender to the Allies	June 11th, 1943
German forces surrender to the Allies	June 16th, 1943



SANDS OF TERROR

Hauptman Dieter Schmidt shaded his eyes with his hand as he stared across the hard baking sand of the North African desert. Sand as far as the eye could see. Dieter had to stop himself from spitting in disgust; one did not waste any water here in the desert. "Erica," his Valkurie, had six water cans strapped into her cargo racks, but Dieter knew it could be a long time until they found another well. And there was always the possibility, Dieter thought with disgust, that the well might be fouled, the water undrinkable. One did not take chances. The war was already dangerous enough.

Not that Dieter was in much danger at the minute. A smile flickered over his features and was gone like a desert mirage. The Tommies were in full retreat, scurrying like frightened mice back towards the Egyptian frontier, just as they had in 1940 when the Wermacht had run them out of France, back across the Channel in ignominious defeat. Dieter remembered those heady days now with wistful sadness. It was a much gentler sun that shone down on the green fields of France, and the French demoiselles were much more pleasing to look at than the dirty Bedouin tribesmen and their even filthier camels. But the camels, come to think of it, spat just like the Frenchmen had when the German columns rolled from town to town in their march of triumph. Dieter laughed out loud at the thought.

"Something funny, Herr Hauptman?"

Karl, his driver, was peering quizzically up over his shoulder at Dieter.

"Nothing Karl . . . just thinking about France."

Karl shrugged his shoulders, shaking a layer of dust from his uniform as he did so. "Beats the hell out of *this* God-cursed country! Here it always feels like my eyeballs are frying in my skull."

The Valkurie suddenly lurched, throwing the two men violently against their combat harnesses.

"What the?" Dieter stuck his head back out of the open hatch, glancing rapidly about for the cause of the mishap. The other three Valkuries of his section were following behind him in single file, but began breaking to right and left as Dieter watched. His radio headphones crackled, as he heard the voice of Wagner, commander of "Brunhilde," Valkurie number three.

"Five hundred metres ahead at two o'clock! Tommies in the wadi, Herr Hauptman!"

There was a bright flash, and "Brunhilde" exploded in a ball of dirty, flame-shot smoke. Hot metal screamed away in every direction as the Valkurie disintegrated. The quick-firing cannon of the other Valkuries lashed the lip of the wadi in response. Dieter hauled back the joystick and mashed the firing button with his thumb. "Erica" shook as her cannon added its contribution to the storm of German metal raking the wadi.

Dieter could see the position of the British 2-pounder anti-tank gun as it fired again. This time, the shell screamed over the top of Dieter's head, so close he could feel the wind of its passage even before he heard the scream of its approach.

The edge of the wadi some forty meters to the right of the British gun crumbled as the hunchbacked forms of two Tommy Cavaliers lumbered up onto the plain. The flashes of their gun muzzles seemed directed right at "Erica" and Dieter.

And suddenly the boiling heat of North Africa was gone, washed away in a cold rush of fear...

ORIGINS OF THE CONFLICT (1939-1940)

At the beginning of the Second World War, North Africa was nothing but a colonial backwater. Politically, it was a crazy quilt of British, French and Italian holdings; militarily, it was a sideshow.

When Great Britain declared war on Germany in September of 1939, Mussolini began to regard British possessions in North Africa with a predatory interest. It was not until after the Fall of France in 1940, however, that Il Duce felt it was time to move on North Africa. Il Duce was convinced that since Great Britain now stood alone against the might of the Axis, Italy would be able to take the next step towards reconstituting the Glory of Rome, and re-establish the old Roman province to the south.

French controlled Morocco and Algeria were now being run by the Vichy regime, a German puppet; Mussolini would not have to worry about attacks from his rear. The powerful French Mediterranean fleet was neutralized. Naval power in the Mediterranean had shifted in the fascists' favor, and so Mussolini ordered his ambassador to London to deliver a declaration of War on June 10th, 1940. With the German army preparing an Invasion of the British Isles, Il Duce must have felt very optimistic.

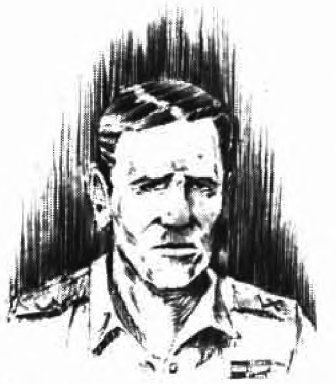
His forces made great initial gains in the Sudan, Kenya and British Somaliland. These successes were due in large part to the total lack of any opposition by British forces. Buoyed by these early gains, Mussolini ordered the invasion of Egypt on September 13th. As they drove along the coastal highway Mussolini's legions passed under the huge white marble arch he had constructed to commemorate his previous triumphs.

There would be no cause for celebration in the coming campaign. The objective was Cairo and the Suez Canal. The Italian army, under the command of General Graziani, halfheartedly advanced 60 miles across the Egyptian frontier and then stopped after occupying Sidi Barrani on September 16th, 1940. There they sat, spending the next three months fortifying their positions, waiting for the Germans to crush Britain.

Throughout the autumn of 1940, while the skies over southern Britain were full of falling bombs and battling aircraft, Mussolini's generals bided their time, confident that their allies would do the work for them. They really had very little choice in the matter, in any event, because their commander-in-chief had decided that the time was ripe to invade Greece — a move begun on October 28th.

This "masterstroke of strategy" (sic) on Mussolini's part, was based not on any sound strategic or tactical foundation, but on the twin pillars of Mussolini's greed and envy — greed due to the ease of his early gains in North Africa, and envy, because he was enraged by Hitler's secretive and bloodless takeover of Romania (and its wealth of oil fields).

Mussolini raged to his foreign minister, Count Ciano, that he would "show Hitler a thing or two, and then we will be even!" and gave his generals the orders to invade Greece. This disastrous decision (for Mussolini) had two immediate results: it smashed Hitler's plans for turning Greece into a client state, enraging the Furher. It also stalled the Italian advance into Egypt, and Hitler was forced to intervene on behalf of his



General Sir Archibald Wavell

"A little unorthodoxy is a dangerous thing, but without it one seldom wins battles"

Wavell was a general who refused to shy away from calculated risks. Field Commander General O'Connor's limited attack on Graziani's positions at Sidi Barrani was transformed into a headlong British pursuit of a broken enemy, due to Wavell's unwavering certainty.

Wavell, however, committed one of the cardinal sins that all army commanders try desperately to avoid — he made an enemy of his own Commander-in Chief, Winston Churchill. Wavell's criticism of Churchill's plan to send Western Desert troops to Greece, predicting that the expedition would be doomed to failure, proved to be all too accurate. Churchill, haunted by the specter of the Dardanelles fiasco in World War One, a plan he personally championed, never forgave Wavell for being right. When Wavell's advance across the Western Desert was turned into a panicked retreat by the advent of the Afrika Korps, the general knew his days were numbered.

ally. The tiny, under-equipped, Greek army was actually counter-attacking Il Duce's legions, pushing them back over their starting line! The world press had a field day lampooning the incompetence of the Italian army. One cartoon in a London paper portrayed a gigantic Mussolini, in full Roman panoply, facing a tiny but grimly determined Greek hoplite in a mountain pass. Looking back over his shoulder in panic, Mussolini cried out, "help, help! one of them here is showing some fight!!!"

British intervention in the Peleponnese was bitterly contested by the British commander in Egypt, General Archibald Wavell. He knew that any troops sent to Greece would be drawn from his own forces, whose resources he had been slowly building up in order to counterattack the Italian positions at Sid Barrani. Churchill overruled Wavell, and the troops were sent away from Wavell's influence and command.

The Greek Campaign Nov.1940-May 1941)

The British intervention in Greece ranks close behind the disaster of the Dardanelles landings of World War One as one of the worst military decisions Winston Churchill ever made. Troops and materiel desperately needed by Wavell in Egypt were diverted to help the Greeks in their fight against the Germans and the Italians. British and Greek successes against Mussolini's armies provoked a deadly response from Hitler.

When Hitler sent his forces (24 divisions) into the Balkans in the spring of 1941, British troops were forced to retreat to the island of Crete in a scant three weeks, setting the stage for the largest German all-airborne offensive of the War.

THE BRITISH STRIKE BACK (DECEMBER - FEBRUARY 1941)

On December 9th, General Wavell gave the go-ahead for what was envisioned as a limited counterattack against the Italians entrenched around Sidi Barrani. The efforts of the British Western Desert Force (later to become famous as the 8th Army, "the Desert Rats") were to succeed beyond the wildest expectations of Wavell or his field commander, General Richard O'Connor.

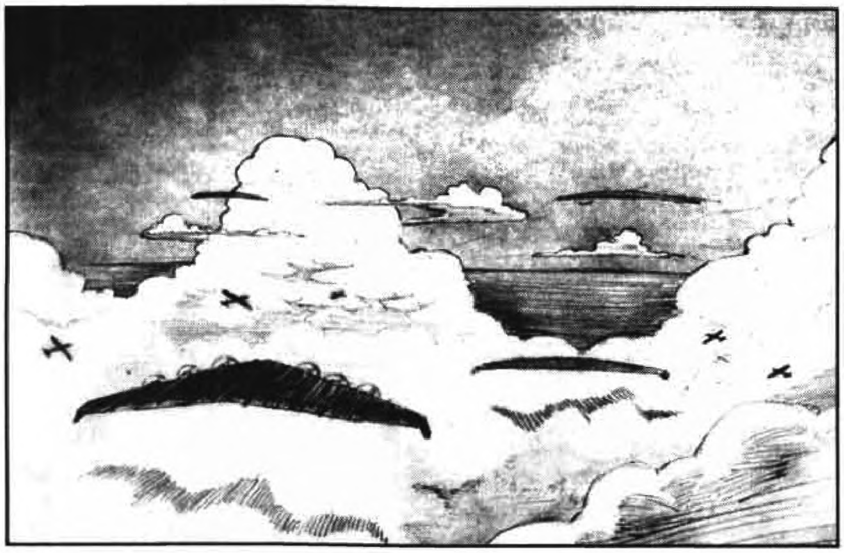
The Italians were caught completely by surprise; the poorly constructed field fortifications around Sidi Barrani were scarcely an impediment to O'Connor's advance. Brushing aside the haphazard resistance, O'Connor gave his troops orders to continue pursuit. What followed was absolute panic. Graziani, who had made his military reputation by massacring the Arab population of Cyrenaica during the conquest of that region in 1929, proved himself utterly incapable of organizing resistance against a modern enemy army.

Graziani's Italians, operating at the extreme limit of a very tenuous supply line, had little stomach for the fight. In very short order, Graziani lost all semblance of command and control over his units, and the rout was on.

The Western Desert Force, over the next three months, harried the Italian retreat out of Egypt, and across North Africa into Libya, almost to Graziani's starting line. O'Connor employed a series of sweeping "hooks" southwards into the desert, cutting around behind Italian attempts to hold positions on the Mediterranean coastal highway. This fluid battle of maneuver was to set the pattern for the whole of the Desert War.

The British pursuit ended on February 7th at Beda Fomm. Exhausted, plagued by exhaustion and mechanical breakdowns, O'Connor's offensive finally ran out of steam. They had, however, netted an unbelievable 130,000 prisoners of war! (Graziani had begun his invasion of Egypt with 200,00 troops against Wavell's 63,000).

In the Sudan, British and Indian forces succeeded in overwhelming the Italian invasion force, putting down Mussolini's dream of a new Roman Africa. But underneath the joy of victory, General Wavell was a troubled man. As he had feared, the Australian and New Zealander divisions that could have ended the war in the Western Desert in 1941 had been diverted to Athens to aid in Churchill's Greek intervention. Wavell's predictions of the folly of the Greek campaign did not endear him to Churchill, and that animosity would bear bitter fruit in the coming months.



THE DESERT FOX ARRIVES (FEBRUARY 14TH, 1941)

"Rommel has torn the new-worn laurels from Wavell's brow and thrown them in the sand"

—Winston Churchill

The performance of his Italian allies had become a source of deep political embarrassment to Hitler. He therefore resolved to send a German expeditionary force to Africa to prop up Mussolini's flagging troops, under the command of one of his favorite generals, Erwin Rommel.

War of Supply

The war in the Desert was dominated by the supply problems faced by both sides. The Italians, and later their allies, Rommel's Afrika Korps, were totally dependent on the efforts of the Italian Navy and merchant marines running the gauntlet from Sicily to Tunis. Everything had to be shipped over from the European mainland, including tanks, men, gasoline, oil, bootlaces and bullets.

The British faced a similar situation, with their main supply port remaining Alexandria in Egypt. They had two advantages over the Axis, however. To begin, the Royal Navy, numerically inferior after the loss of the Allied French Navy, never gave up control of the Mediterranean basin to the Italian Navy. It was through their heroic efforts that the lifeline from Britain to Egypt was kept open.

Secondly, and more telling, was that the British were focused almost exclusively on the desert theater. Hitler regarded the African campaign as a sideshow, a diversion from the main objective of Nazi Germany — the destruction of Soviet Russia. This tactical myopia was to prove a fatal handicap, one that even the brilliant generalship of the "Desert Fox" would find an insurmountable obstacle to victory.

Rommel, fresh from his successes in the French campaign, committed his troops to a counter-attack against the oncoming British within 40 days of his advance guard unloading on the wharves of Tripoli. The Afrika Korps, Rommel's force, consisted of two divisions, the 5th Light, and the 15th Panzer Division.

On March 24th, the Afrika Korps slammed into the British positions around Beda Fomm and Rommel, who the British came to know and respect as "the Desert Fox," recreated in reverse O'Connor's February offensive. By April the 11th, Rommel's troops were close to the point from where O'Connor's attack had begun. The seemingly unstoppable advance of Rommel's troops decimated the army and managed to capture O'Connor himself.

Rommel's only setback in his first offensive in North Africa was at Tobruk. A critical deepwater supply port on the coast, it had been heavily fortified by the British after it had fallen to them during O'Connor's advance. Strongly held by the 9th Australian Division, who were well equipped with captured Italian Armor and Walkers (all prominently emblazoned with large, white, 'leaping kangaroo' insignia) the Aussies were deemed by Rommel to be too tough a nut to crack. Wisely, he left forces in place to pin them behind their defensive lines, and bypassed them in favor of pursuing the retreating British.

Wavell, however, proved to be made of sterner stuff than Graziani. The British held together throughout the retreat, and each time Rommel's forces made another breakthrough, the British managed to rally and push them back. Casualties were heavy on both sides.

The Last Gasp of Chivalry

In contrast to the manner that the War was conducted in other theaters, the combatants in North Africa seemed to exhibit an almost 19th Century attitude towards the War. There was none of the savagery or atrocities of the Russian or Pacific theaters here. Perhaps it was a tacit recognition by both sides that, fighting as they were in one of the most inhospitable and lethal environments on Earth, there was no need to provide the world with yet another example of "Man's Inhumanity to Man."

Countless instances have been recorded of both sides recovering each other's wounded. One of the most famous springs from the period of Rommel's first offensive in 1941. A British field hospital, under the command of a Medical Service Major, was overrun by the speed of the Afrika Korps advance. The Major was startled to see several German tanks, half-tracks and walkers rolling up to his position as he exited one of the medical tents for a smoke. One of the Valkurie walkers stopped a few feet from where he was standing, and jumping down from the fighting compartment was an imposing man dressed in the dust-covered uniform of a German General, the Order of the Pour le Merit and the Iron Cross gleaming at his throat. In shock, the British Major recognized the Desert Fox himself!

Rommel said nothing, and brushed past the Major into the hospital tent full of British and German wounded. The Major stared up at the massive bulk of the Valkurie, not knowing if he and his command were bound for a POW camp or a grave under the desert sands.

Suddenly Rommel burst from the tent. He looked the Major in the eye, saying nothing. The Major could see Rommel's jaw muscles clenching with tension and emotion, but what emotion he could not tell. Rommel spun on his heel and clambered back up into his Valkurie. It roared off in a cloud of dust.

A few minutes later the Major, still standing with his unlit pipe in hand, was approached by a German Captain, who thanked him in very precise English (with a touch of an Etonian accent) on behalf of the General for the treatment of the German wounded. The Captain then indicated an approaching truck and informed the astonished Major that it contained medical supplies. All this was too much for the poor Major, and he fainted away.

Rommel, concerned that he might commit the same mistake as both the Italians and British before him, halted just past Tobruk, taking up a defensive position to await re-supply from Tripoli. Inaction on the part of the British prompted an attempt to take Tobruk in April, but it was soon apparent to Rommel that the enemy garrison was too well supplied. His Afrika Korps would be fatally weakened if he tried to commit all of his resources. The attack was halted, and both sides settled down for a lengthy siege.

OPERATION BATTLEAXE

At the same time, the Royal Navy had succeeded in running a large convoy (code-named Tiger) to Wavell, making good all the losses he had suffered and substantially reinforcing him in the bargain. Buoyed up by his newly-arrived numerical superiority, Wavell decided to attack Rommel's forward positions, with the intent of lifting the siege off Tobruk.

Wavell designated this plan Operation Battleaxe, and it was about as subtle as its name suggested. Crashing headlong into the German forward positions with all the *élan* of the Light Brigade of the Crimea, Wavell's armored units met the same fate. The attack was shattered by the minefields that Rommel had carefully placed minefields in front of his forces, and those British tanks and walkers that managed to penetrate the minefields were slaughtered by the deadly long- range fire of the dreaded German 88 mm antitank guns. It was a costly defeat for the Western Desert Force as well as a hard blow to morale, and the defeat fueled the growing legend of the Desert Fox.

The failure of Battleaxe cost Wavell his command: Churchill relieved him of his duties on July 5th, 1941, and General Claude Auchinleck was reassigned to lead the Western Desert Force. Sent from his previous command in India at Churchill's directive, Auchinleck was regarded as a "soldier's soldier." He was the man, Churchill felt, who would run the "Desert Fox" to ground.

General Erwin Rommel

"We have at hand a very daring and skillful opponent against us, and may I say across the havoc of war, a great General."

– Winston Churchill in a speech in the House of Commons, Jan. 1942

Rommel came to the desert as one of Hitler's favorite generals. His brilliant successes in the French campaign of 1940 had made him both a legend and a local hero. Rommel constantly made light of physical danger and hardship, always leading from the front – in the command seat of his own personal Valkurie, "Seigsmund" – or in his special command half-track 'Greif.' Rommel had a penchant for collecting his own personal command vehicles, and after he defeated General O'Connor, Rommel's troops presented him with a captured British command van. He dubbed it 'Moritz' and used it throughout the rest of his time in Africa.

His displays of personal bravery dated back to his time as an infantry officer in World War One, when he won the "Pour le Merite," the old Imperial German army equivalent of the Victoria Cross, for his victory against the Italians at Caporetto, where his troops captured 10,000 prisoners, and 87 guns. But that paled in comparison to his triumph in the French campaign: his Seventh Panzer Division (nicknamed the "Ghost Division" due to their incredible skill at stealth and subterfuge) captured 97,000 prisoners, more than 450 tanks, walkers and armored cars, and over 4,000 trucks and artillery pieces. Despite his incredible success to date, he was only setting the stage for the man who would become known to the world as "The Desert Fox."

STALEMATE, THRUST AND COUNTER-THRUST (JULY 1941- JULY 1942)

For the next few months, the Desert War slipped into low gear, much like the "Phony War" of early 1940 in France. Great Britain had still not begun to receive the torrent of lend-lease supplies from the United States (production was still tooling up to full war rates, and the Battle of the Atlantic was still in doubt), and Germany had begun Operation Barbarossa, the invasion of Soviet Russia, earlier that summer. Rommel was suddenly put on the back burner in terms of German supply priorities. Neither Auchinleck nor Rommel could afford to commence further offensive operations without further buildup of supplies, men and materiel. The question was, who could gather enough first?

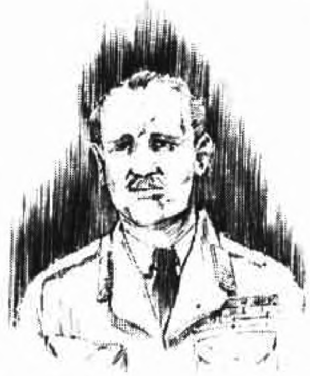
It was Auchinleck and his newly designated 8th Army who won the race. Auchinleck's plan, Operation Crusader, had as its objectives both the relief of the Australians besieged at Tobruk, and to drive the Italians and Germans out of Libya. Auchinleck, with a numerical advantage of 700 tanks and 500 walkers (against the Afrika Korps and Italian total of 400 tanks and 260 walkers) was confident of success.

Operation Crusader, despite a balky start, raised the siege of Tobruk on December 18th, 1941. During the siege the Australians had given Rommel's troops a taste of their own medicine, luring the attacking tanks and walkers into the field of fire of carefully-placed anti-tank gun batteries.

Now it was Rommel's turn to retreat across the desert once more. The Desert Rats pursued the retreating Germans and Italians as far as El Aghiela. Then, as had already happened so many times in the Desert War, the British high command was forced to transfer troops out of the desert theater. Japanese successes in the Far East had to be counteracted, and the only mean to do so was the troops and supplies Auchinleck desperately needed to sustain the operation's momentum. Faced with the reality of the situation, Auchinleck was forced to call a halt to the offensive in early January.

Faced with such a golden opportunity, Rommel lost no time in counterattacking, and on January 21st, 1942, won back almost half the ground he had lost in November and December. The lines had now stabilized about mid-way through the Cyrenica bulge, where they would remain for a while.

The now familiar cycle of rest and re-supply began again. Auchinleck had lost 18,000 troops, either killed and wounded, along with 440 tanks and 325 of his walkers. Rommel and his Italian allies had suffered 38,000 casualties (mostly Italian, since the bulk of Rommel's infantry was always made of Italian forces), along with the loss of 340 tanks and 160 walkers. Both sides had been badly bloodied and would need time to rebuild their strength. At this point, the British began experimenting with more "unconventional" methods of bringing the war to the enemy.



General Sir Claude Auchinleck

Regarded as a "soldier's soldier," Auchinleck came from the top command in India. Wavell's lack of success against Rommel, coupled with his opposition to Churchill's Greek expedition, made Wavell so unpopular with the British Prime Minister that his replacement was inevitable. Auchinleck brought his incredible organizational skills and supply tactics learned during his pre-war military career, not to mention the fact that he was a superb trainer and motivator of the troops under his command. Sadly for the British, what he lacked was a sufficient aggressiveness to commit the military machine he forged against Rommel and the Afrika Korps. Auchinleck's greatest contribution to the eventual Allied victory in the Desert was in handing over to Alexander and Montgomery an army that, in spite of recent reverses, was well positioned, supplied and recovering its fighting spirit.

Beloved of all the Armies

The one thing all soldiers involved in the Desert War had in common, Axis or Allied, was a love for the German song "Lili Marleen" (Lilly Marlene to the Allies). "Darling Lili," as the song was affectionately known, was broadcast on German armed forces radio, and picked up by all combatants. Listening to Lili was officially discouraged by Allied officers, but soon enough an english translation made its way through Allied ranks, and troops traveling across the desert could be heard singing along with the sad voice on the radio.

"Underneath the lantern,
By the barrack gate,
Darling I remember,
The way you used to wait:
'Twas there that you whispered tenderly,
That you loved me,
You'd always be,
My Lili of the lamplight, my own Lili Marlene."

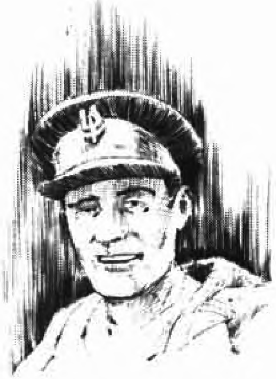
THE DESERT RAIDERS

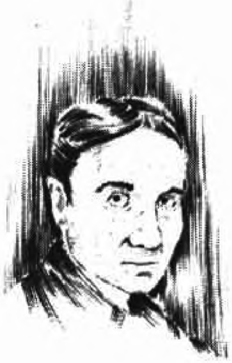
By 1941 the Royal Marine Commandos were already operational, proving their worth in raids along the European coastline. A small detachment, code-named "Layforce" after its commanding officer, Colonel Laycock, was already in the Middle East, having conducted several raids into the Greek Islands, Crete and Italian-held North Africa. The most ambitious effort undertaken by Layforce personnel was the attempt to capture Rommel, on Nov.17th, 1941, led by Major Geoffrey Keyes. The raid, unfortunately, was doomed from the start. British Intelligence had informed its operatives that Rommel was in a seaside villa he was purported to be using as his HQ. This information was in error, as the villa was being used as a recreation center for German officers. Intelligence forces also seriously underestimated the size of the guard detachment present, and as a result, Keyes and his men walked into an ambush.

Only twenty out a starting force of seventy men managed to make it back to the submarine waiting offshore, but Keyes was not among them. Credited by the survivors as being responsible for saving all their lives, Keyes was posthumously awarded the Victoria Cross.

It was apparent however, that another approach was needed. The answer came from two very dissimilar men, David Sterling and Vladimir Peniakoff. Both men independently proposed that by sending small parties of men out into the deep desert, the enemy lines could be circumvented, and sabotage missions undertaken against airfields and supply dumps. Stirling, an ex- lieutenant in the Scots Guards and currently part of Layforce, advocated the creation of these small units from British personnel. These units were to become known to history as the S.A.S. (Special Air Service). Peniakoff, or "Popski" as he became known, was an old desert hand, and had worked with the Arabs.

These small raiding units, apart from the enemy equipment and fuel they destroyed, tied down significant numbers of Rommel's troops in an effort to protect their supply routes. The nature of the raids, always attacking unexpectedly and under cover of darkness, also had a damaging effect on the morale of the Axis troops, especially the Italian garrison forces, who were never too reliable at the best of times.





"The Phantom Major"

Lt. Colonel David Sterling was feared and respected by both the Italians and the Germans in North Africa. At the age of 25, Sterling, having transferred from the Scots guards to the Commandos, was stationed in Cairo. While convalescing after a parachute training accident, he came up with the idea for what would later become known as the Special Air Service (the name was a deliberate misnomer, given to the unit to fool Axis spies). Sterling's initial concept called for patrols of six men to infiltrate German airfields and plant explosives on Axis aircraft, sneaking away before the time-delay fuses detonated.

Sterling had to do a bit of infiltration just to have his idea heard. Denied access to General Ritchie, Stirling climbed a barbed wire fence and snuck into Ritchie's headquarters. Impressed by his daring, Ritchie forwarded Stirling's proposal to Auchinleck. Auchinleck saw the potential of Stirling's ideas, and gave him the go-ahead.

From December 1941 to March 1942, "L detachment" Special Air Service conducted over 20 raids behind Rommel's lines, destroying 115 Axis aircraft as well as an uncounted number of enemy transport vehicles and thousands of tons of war materiel and fuel. Stirling's raids became so infamous that the "Phantom Major" was considered so great a threat that Rommel ordered a special unit formed to track him down.

The SAS kept up its behind the lines raiding for the rest of 1942, and into 1943. Stirling was almost captured after a raid that had gone sour on Jan 10th, 1943. Picked up by a German patrol after becoming separated from his men, Stirling escaped, only to be sold into the hands of the Italians by an Arab turncoat.

Fortunately for Stirling, as he was being transported to a POW cage, the Italian convoy holding him prisoner was attacked by a "Jock column" (so named because the practice of sending out large patrols of infantry in carriers with a few walkers for support was begun by the Highland Division) and after a short firefight, Sterling was free. Wounded during the rescue, he sat out the balance of the North African Campaign in a Cairo hospital.

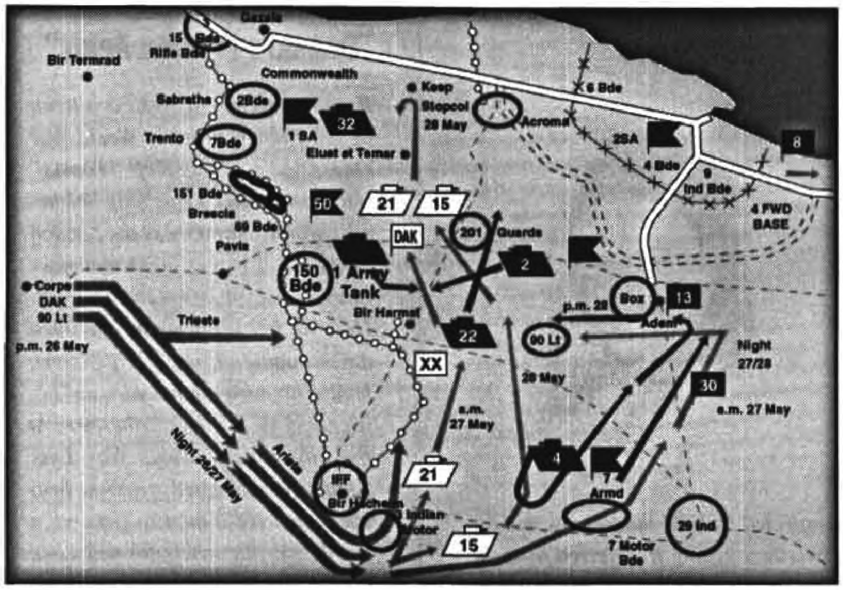
As a final note, it is worthy to recall that it was an SAS patrol unit that served as the pathfinders that linked up the 8th Army and Patton's Americans in Tunisia in 1943. By that time, the SAS had grown from one squadron to two regiments, a testimony to Sterling's dream.

"Popski's Private Army"

Born in Belgium in 1897, a veteran of the French army in World War One, Vladimir Peniakoff "Popski" (nicknamed after a bumbling Bolshevik cartoon character in the London Daily Mail) was a sugar manufacturer in Egypt between the wars. Here he fell in love with the open desert, going on many trips alone, honing his navigational skills and befriending the Bedouin tribesmen. At the outbreak of World War Two, Peniakoff volunteered to join the British Army. He hoped to become a member of the newly formed Long Range Desert Group, a unit specializing in desert reconnaissance, but was prevailed upon to use his fluency in Arabic and knowledge of the tribes to form his own unit.

Designated the No.1 Long Range Demolition Squadron, it soon became known as "Popski's Private Army." After returning from one of the first missions, Peniakoff's CO, Colonel Hackett, told him that since the name 'Peniakoff' was unintelligible over the British army field phones, "Everyone's taken to calling you Popski, old chap... hope you don't mind?" Peniakoff thought it a great joke, and the nickname stuck with him for the rest of his life.

"Popski" and his merry band of Arab sand pirates spent the balance of the African campaign doing what they did best... blowing up Rommel's fuel dumps. Peniakoff, twice the age of his troopers, never let anything slow him down, not even after an accident planting explosives cost him his left hand! "Popski" had found his true calling in life, the art of applying high explosives as a problem solving tool. It was an art he would later practice across the Mediterranean in the Italian campaign.


Gazala
15 Bde
Rifle Bde
Bir Termrad
Commonwealth
Sabratha
2Bde
Trento
7Bde
1 SA
32
Eluet et Tamar
Keep
Stopcol
28 May
Acroma
6 Bde
2SA
4 Bde
9 Ind Bde
8
4 FWD BASE
151 Bde
Brescia
69 Bde
Pavia
50
21
15
DAK
201
Guards
2
150 Bde
1 Army Tank
Corps
DAK
90 Lt
p.m. 26 May
Trieste
Bir Harmat
22
Box
13
p.m. 28
Aden
90 Lt
Night 27/28
XX
28 May
30
a.m. 27 May
a.m. 27 May
Night 26/27 May
Ariete
IFF
Bir Hacheim
21
Indian Motor
15
4
7 Armd
7 Motor Bde
29 Ind

GAZALA

The balance of the winter, and early spring passed without any major offensive moves by either side. Auchinleck, under severe pressure by Churchill to attack, planned for an offensive to begin in early June. Rommel, anticipating the British buildup, attacked first, on May 27th, 1941.

The battle of Gazala, as it became known to history, was the bloodiest yet seen in the Desert War. Rommel was taking a desperate gamble here, hoping to blunt Auchinleck's offensive power by hitting him when he was unprepared. Rommel even went so far as to personally lead an attack deep into the British lines, positioning himself so that the minefields Auchinleck's own troops had lain earlier secured *Rommel's* flanks and rear. Rommel's force took a fearful toll on the counter-attacking British army.

Auchinleck, his painstakingly hoarded walkers and tanks shattered in "Rommel's Cauldron" was forced to retreat eastwards to a new defensive line at Alam Halfa. Tobruk was once again cut off, and Auchinleck fully expected that its garrison, the 2nd South African Division, would be able to hold as stoutly as the Australians had done the previous year.

Auchinleck was to be bitterly disappointed. Tobruk surrendered after a resistance of only one week. Churchill was horrified. He later confided in his diary "It was a bitter moment. Defeat is one thing, disgrace another." Coming as it did four months after the humiliating surrender of the British garrison of Singapore, Churchill was grievously concerned over the state of British morale.

The only bright spark for the Prime Minister came from his friend, President Roosevelt. Upon hearing of the disaster, the President offered to make available to the 8th Army the first production runs of the new Sherman Tank. Churchill readily accepted, and 300 were delivered in September.

Auchinleck once again began the laborious process of rebuilding his forces, and making ready to attempt another attack on the "Desert Fox," but he was not to be given the chance. Churchill had lost all confidence in the "soldier's soldier" and on August 15th, 1941 Auchinleck was relieved of his command. Churchill wrote in his diary that it was like "shooting a noble stag."

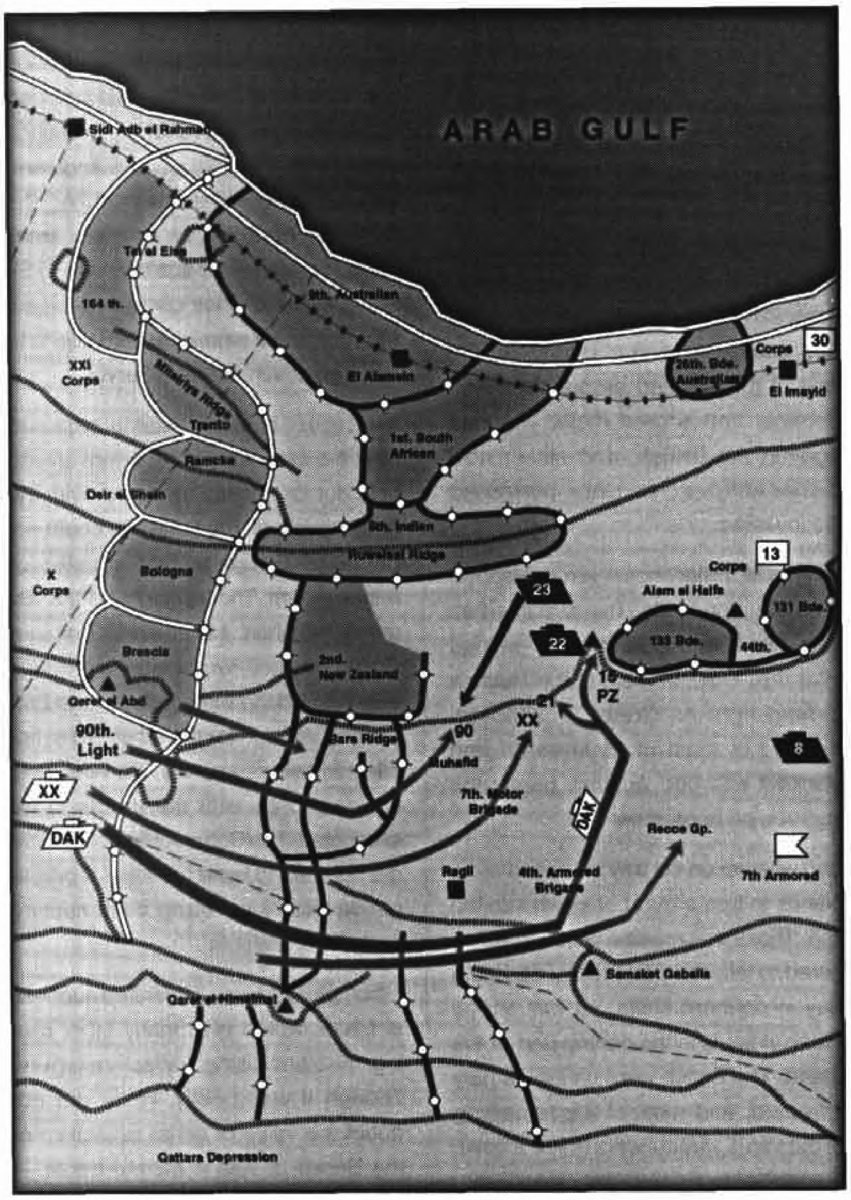
General Harold Alexander was appointed to replace Auchinleck, designated as Commander-in Chief Middle East. At the same time, the 8th Army received a new commanding officer, General Bernard Law Montgomery.

Airwar in the Mediterranean

Battlefield air support, important as it was, was overshadowed by the need to interrupt the enemy's lines of supply. The island of Malta guarded the British convoy route, and suffered terribly under the onslaught of the Luftwaffe and the Italian Air Force. Indeed, the entire population of the island was collectively awarded the George Cross for the heroism they displayed under fire; even so, Malta's contingent of aircraft was hard pressed to keep the supply route open.

The losses suffered by the British in their efforts to keep the Malta Convoy route open were terrible. In one convoy alone, Pedestal, the Royal Navy lost an aircraft carrier, and 13 out of 16 merchant ships to Axis aircraft based in Sicily.

The RAF was just as successful in the skies over Tripoli, intercepting three out of every four of Rommel's supply convoys, and sending so much Axis merchant tonnage to the bottom that the Afrika Korps was chronically short of tank and aviation fuel.


ARAB GULF
Sidi Adb el Rahman
Tel el Eisa
164 th.
9th. Australian
XXI Corps
El Alamein
Miteiriya Ridge
Trento
26th. Bde. Australian
Corps
30
El Imayid
1st. South African
Ramcke
Deir el Shein
5th. Indian
Ruweisat Ridge
Bologna
X Corps
13
Corps
Alam el Halfa
23
131 Bde.
22
133 Bde.
44th.
Brescia
2nd. New Zealand
15 PZ
Qeret el Abd
21
XX
90
90th. Light
Bare Ridge
Muhafid
8
XX
7th. Motor Brigade
DAK
DAK
Recce Gp.
Ragil
4th. Armored Brigade
7th Armored
Samaket Gabella
Qaret el Himeimat
Qattara Depression

HAMMERBLOWS: ALAM HAFA AND EL ALAMEIN (AUGUST - NOVEMBER 1942)

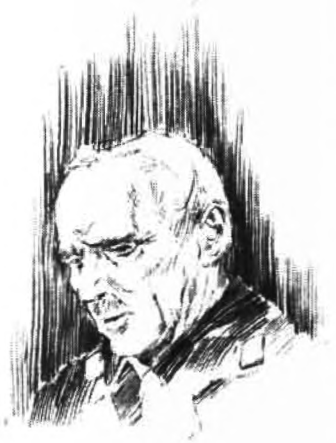
The crucial battle for control of the Western Desert was actually two separate engagements fought over a period of three months. In the aftermath of Bir Hachiem, the slaughter yard of "Rommel's Cauldron," the Axis forces followed the British retreat to the line Auchinleck established at Alam Halfa. Unlike all previous defensive lines, Alam Halfa's flanks were secured solidly by impassable barriers, the Mediterranean to the north and the Qattara Depression 700 miles to the south. This time, Rommel would not be able to outflank the British defenses — he would have to tackle them head on. Montgomery knew this, and ruthlessly exploited it.

With his forces once again rested and reinforced, Rommel commenced his attack on August 31st, 1941. Knowing that the British defenses were at their weakest to the south, Rommel pushed his forces through and up the southern flank, towards the Alam Halfa Ridge. Montgomery's belts of minefields were hellishly thick here, and Rommel lost fifty tanks and twenty walkers in the space of two days.

Realizing the futility of further attempts to break through along this line of advance, and faced with dwindling fuel supplies, Rommel ordered an organized retreat on September 2nd. The Desert Air Force harried the Afrika Korps with heavy aerial bombardment all the way back.

Montgomery elected not to pursue the retreating Axis forces, fearing heavy losses. He did not wish to repeat the errors of his predecessors, who often pursued the enemy well beyond their supply lines. Instead, he held firm behind the Alam Halfa line, and awaited reinforcements, which came into port at Cairo in October.

New and better tanks like the American Sherman and Grant, more troops and better-armed walkers, Lend-Lease Longstreets and Roundheads from home, were arriving by the boatfull. These reinforcements heavily tipped the balance toward the British side. Now "Monty" was ready to deliver the killing blow to the Desert Fox.



General Bernard Law Montgomery

"We stay here alive, or we stay here dead."

Unlike the British Desert commanders before him, 'Monty' was not the typical dull and hesitant general that had come to plague the Allied forces. Unimpressive in his physical appearance, Monty was a shrewd self-publicist, who could be most often found mingling with his forces wearing his black tanker's beret adorned with regimental badges. Perhaps most importantly, he had what Churchill needed most – the killer instinct. Though he came to be regarded by his detractors later in the war as overly cautious, Monty was a careful strategic planner and a strong believer in the value of a centralized command. Intolerant of inefficiency, he also strongly believed in the benefits which came from the high morale of his troops, and did much to dispel the chronic "Rommel" complex his troops were suffering from. On the eve of the Battle of El Alamein, Monty had turned the British army in North Africa into a potent and confident fighting force.

OPERATION HERKULES

At the same time as Rommel began his offensive, Germany launched a bold diversionary invasion of Malta. Operation Herkules, as it was originally planned, was to be as epic and total as the aerial invasions of Crete and Greece. The invasion had been originally planned for June 22nd, and the buildup for attack had commenced in mid-May. By the time of the planned assault, however, Rommel had scored major victories against the British, and Hitler, now flushed with overconfidence, postponed the invasion.

By August, Hitler once again demanded an assault on Malta. The final invasion force, the "Brigade Ramcke" — named after their Colonel (hero of the Maleme airfield fight on Crete) — although drained of most of its strength and plagued with bad weather, began the invasion on September 3rd.

Bad weather on the way in caused a few planes to turn around or crash into the sea. Those that made it were forces ordered to take the port town of St. Paul's Bay in northern Malta, as well as the Takali airfields in the central part of the island. The British were caught largely off-guard, and most of the remaining gliders and paratroopers made it down but scattered around their objectives.

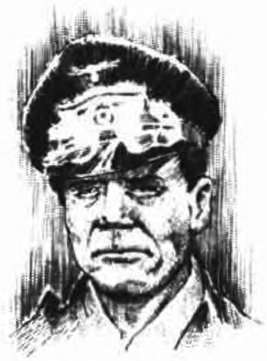
Fighting began shortly thereafter as the island's defenders became aware of the situation. The Malta operation was poorly prepared, and the Germans were short on training and supplies. The lack of air cover and fuel meant that by September 5th, many vehicles were abandoned. By September 6th, the German forces that held the Takali airfields were surrounded. Called upon to surrender, Ramcke replied "the Falschirmjager have been ordered to take this island. We have not yet achieved the objective."

Ramcke's bravado notwithstanding, by dawn the next day he knew his situation was becoming untenable. He decided to use his demolition charges to destroy or damage the airstrips, buildings and hangars, and sneak away during the night. By breaking up into very small units, his regiment made their way to St. Paul's Bay. With their combined forces, they used their remaining demolitions to damage several of the wharves.

Making use of British materiel captured near the wharves, the Axis were able to hold out for another 48 hours. With the British aircover, the Luftwaffe could not get close enough to drop supplies or retrieve them. The last night, at the last remaining wharf, a German U-Boat specially designed for transporting troops arrived. Half the force delayed the British long enough for the other half to escape in the submarine. Ramcke was ordered to go with the troops to be evacuated. The German High command did not want to hand the Allies a propaganda victory by letting them capture the hero of Maleme.

Hitler, pleased with the limited success at Malta, would plan many other daring missions using Fallschirmjagers. Though it was costly, Hitler did not doubt the value of aerial assaults. For the British, it was a morale boost — Malta had held out against naval blockade, bombing, and now direct invasion from the skies, and even though some of the enemy had slipped away, Malta had held.

Three months later, the Aircraft carrier *Ark Royal* steamed into the harbor at Valetta. On board was a squadron of the latest British fighter aircraft, the Gloster Meteor jet. Rommel's supply lines were going to go under the hammer again.



THE BLOODIED FOX

Rommel observed this period of British buildup with ever-increasing dread. His Italian allies, never too happy to be in the war in the first place, were becoming less and less reliable. Their chronic lack of motor transport forced Rommel to employ them in static positions, often the kiss of death in the fluid maneuvers of the Desert War. The Italians regarded themselves as being employed as cannon fodder, and their morale plummeted. Because of this, Rommel felt obliged to "bracket" Italian units with German ones, as he feared the result of having too long a section of his line held solely by Italian troops.

The stresses of campaigning were taking a fearful toll on the "Desert Fox." He had been suffering for some time from a recurring stomach ailment, and his staff watched him become more and more debilitated as August gave way to September. Finally, in mid September, Rommel was diagnosed as suffering from amoebic dysentery, and was subsequently sent home on September 21st, 1942. Hitler, realizing that victory in Africa had become a remote possibility, promised Rommel an Army Group command in the Ukraine once he recovered his health. General Georg Stumme, a veteran Panzer commander, was transferred from the Russian front to take over command of the Afrika Korps.

On the night of October 23rd, the British went onto the offensive. A maelstrom of artillery bombardment ripped open the midnight sky above El Alamein; 456 guns were closely followed by the sappers and infantry columns of the 8th army. One of the first German casualties of the artillery bombardment was General Stumme; touring his forward positions in his staff car at the time the assault began, the shock of the noise of the artillery brought on a fatal heart attack.

Montgomery committed none of his walkers and only a few of his heavier tanks to this initial phase, holding them in reserve for the breakout. This was intended to be a "dogfight," and he warned his commanders during the initial briefing: "This battle will involve hard and prolonged fighting. Our troops must not think that because we have good tanks and walkers, and powerful artillery support, that the enemy will all surrender. He will not surrender, and there will be bitter fighting. The infantry must be prepared to fight and kill, and to continue to do so over a prolonged period."

Montgomery planned a diversionary thrust out towards the Quattara depression, but his main line of attack was directed to the coast road. Realizing this, the German commanders on the spot ignored the diversion. It was a testament to the ability of Rommel's staff officers that, bereft of an overall commander, they doggedly hung on.

On October 24th, Rommel received a telephone call in his hospital room. It was Hitler. "The news from Africa is very bad. Are you well enough to go back?" Rommel was not, but told Hitler he was. He left the next day.

DARK DAYS

October 26th was Rommel's first day back in Africa. Hoping to smash the still stiff German resistance, Montgomery committed his walkers and heavy armor to the front. Over the course of a week of savage fighting, a swath was cut through the German minefields and defensive positions with considerable loss. Breakthrough was achieved.

Over the next two days, bitter fighting raged around the important rail and road networks along the coast, as well as the strategically important position of Kidney Hill. A brutal tank and walker battle ensued throughout the day around Kidney Hill, but by the day's end, British forces had successfully pried the territory from the Axis. That evening, Rommel decided to withdraw, but was harshly countermanded by Hitler who demanded a bitter fight to the finish. Rommel knew this was impossible, however, as his German units had all been badly mauled, and one of the Italian divisions, the Ariete, had been completely obliterated, their old obsolete tanks torn apart by a force of British Shermans and Roundhead Walkers.

By November 3rd, this major British breakthrough had forced Rommel into a complete retreat, his forces fleeing westward towards Libya and beyond. Unfortunately, Montgomery was unable to shift his army into a posture of pursuit quickly enough to fall upon the retreating Germans and destroy them. After the war, Montgomery was criticized for excessive caution, but in his defense it must be noted that the weather had turned unbelievably foul. Heavy rains turned off road movement into a mud slogging nightmare, and Rommel's troops were able to remain at a distance, giving the Axis a several-day lead over the British.

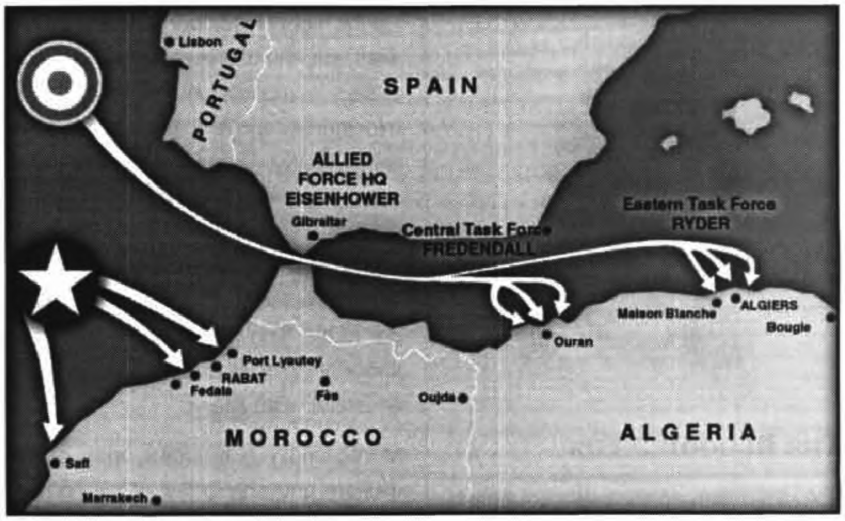
Over the next three months, Rommel's forces fled across the entire coast of North Africa. Once again, Rommel had proven his tactical guile by fighting a series of brilliant rearguard actions to delay the British, buying time for his forces to reach Tunisia. Montgomery's slow pursuit gave Rommel time to regroup, and by the time the epic chase had ended, Rommel had reached Tunisia and the Western Desert was now entirely in British hands. Rommel had only a hundred tanks and a double handful of walkers still operational, and 30,000 of his men were in British prison camps. The Panzer Armee Afrika's future looked grim indeed.

Hans Jurgen von Arnum

Destined to be known as the man who lost North Africa to the Allies, Hans von Arnum was really quite a brilliant leader, caught in the shadow of the even greater Rommel. Von Arnum displayed early on his natural abilities as a war leader. Fresh from the Russian front and new to his command of the German 5th Army Group, he scored his first military victory in Africa only sixteen days after landing in Tunis.

Despite this, or perhaps because of it, von Arnum never got along, or cooperated, with Rommel. This failure, more than any lack of ability, is what would eventually deal the death-blow to the Axis in Africa. After Rommel's withdrawal, von Arnum took command of the Afrika Korps, but that command would be short-lived.

Fate was never with Generaloberst von Arnum the way it had been with Rommel. He was later described historically as "a difficult, secretive man." His courage and dedication to his men and his commitment to the Reich never wavered, however.



OPERATION TORCH (NOVEMBER 1942 - MAY 1943)

After El Alamein, the Afrika Korps was in full retreat across the Mediterranean coast. Montgomery persistently harassed the Germans all the way to the Mareth line, a defensive perimeter left over from the 1930's that the French had originally built to protect their territory from Mussolini's Libya. By the time the Afrika Korps reached the fortifications at Mareth in late January 1943, they were low on spare parts, ammunition and fuel. With the damage done to Malta, however, more German supply ships were getting through. Now with a shortened supply line and limited reinforcements, Rommel was ready for the rapidly approaching British.

On the 8th of November, during the 8th Army's long pursuit to the west, the Allies made their first great naval landing of the war in French North Africa (Tunisia, Morocco and Algeria). A combined invasion fleet of American, British and Free French forces, Operation Torch was meant to drive the Axis off the continent for good; the Axis forces would be caught and crushed between the hammer and the anvil.

Things would not be so easy, however. In an attempts to block the retreat of Rommel's Panzer Army Africa, the US infantry across several isolated djebels and broke up their mobile reserve into small, scattered elements. It wasn't long before the Germans blasted through the gateway at Faid Pass and quickly isolated and encircled the American infantry. General Bradley's subsequent report on Friedendall, the infantry commader, would send the latter back to the United States to be replaced by General Patton's as commander of the 2nd Corps.

The Allied landings, initially unopposed, did not stay that way for long. Vichy French North Africa was under the Military command of one General Henri Giraud. Not a staunch Vichy supporter, he was inclined to negotiate with the Allies, and decided to allow them to pass on through towards Tunisia without a fight. Unfortunately for Giraud and the Allied commanders, it didn't play out that way.

THE FRENCH CONNECTION

Unbeknownst to Giraud, Marshal Petain's (leader of the Vichy French government) Military Commander in Chief, Admiral Darlan, was visiting Algiers incognito at the time of the Allied landings. Darlan was vehemently anti-British, and by association anti-American, and he absolutely loathed General Charles De Gaulle (leader of the Free French forces, which were stationed in England). DeGaulle's Intelligence people in Algiers had learned of this, and acting on their own initiative, decided to murder Darlan before he could become involved.

Never a trusting man, Darlan had brought an armed detail of six men with him, just in case. The attempt was botched, and the three gunmen, two of which were armed with US Army issue Thompson submachine guns, went down in a hail of bullets at the hands of Darlan's bodyguards. The use of the Thompsons convinced Darlan that the Allies had ordered his assassination. Only slightly wounded in the exchange of gunfire, Darlan and the surviving four bodyguards stormed Giraud's office and shot him dead. Darlan immediately announced over the radio that the "Traitors to Vichy" were to be put down ruthlessly, and that "all Loyal French forces were to resist the Allied landings to the last drop of blood and the last bullet!"

Some garrisons complied with Allied field commanders' calls for surrender, but most obeyed Darlan's orders and fought. This stiffening of resistance slowed Allied landings in several key areas, including Oran and Algiers. All of this worked in favor of the Germans now landing in Tunisia. Rommel was getting the one thing he needed above all — time.

On November 15th, after having received news of Darlan's resistance to the oncoming Allies, Hitler ordered Marshall Petain to meet with him in Berlin. Petain, by this point totally subservient, complied. As a result, German troops, having been granted permission to land in Tunisia, began moving there immediately. Petain, on behalf of the Vichy government, had signed his people into virtual slavery, as the agreement he was presented also stipulated that Vichy would now allow the Werhmacht to establish bases inside its borders. The independent state of Vichy France was now revealed as the sham it had always truly been.

Hitler, dreaming of building a permanent beachhead from Tunis and forcing his way back into Africa, flogged his General Staff into coming up with the men and supplies Rommel needed. With the Allies mired in Algiers and Morocco fighting Darlan's slowly retreating forces, the moment was seized with the landings of three divisions of tanks, walkers and infantry at Tunis. Included in with these reinforcements were two new German fighting machines, the Tiger Tank and the new Donner-class walker. Both were to become hated and feared by Allied soldiers.

By late December, with the Vichy forces still fighting, but now rapidly falling back towards Rommel, the Allies moved into Tunisia from the east. They met German resistance for the first time at Madjez-el Bab, and for the next month, fighting was slow and often sporadic. The Allies hoped to press home their superiority of the skies with constant bombing of German and Vichy French positions.

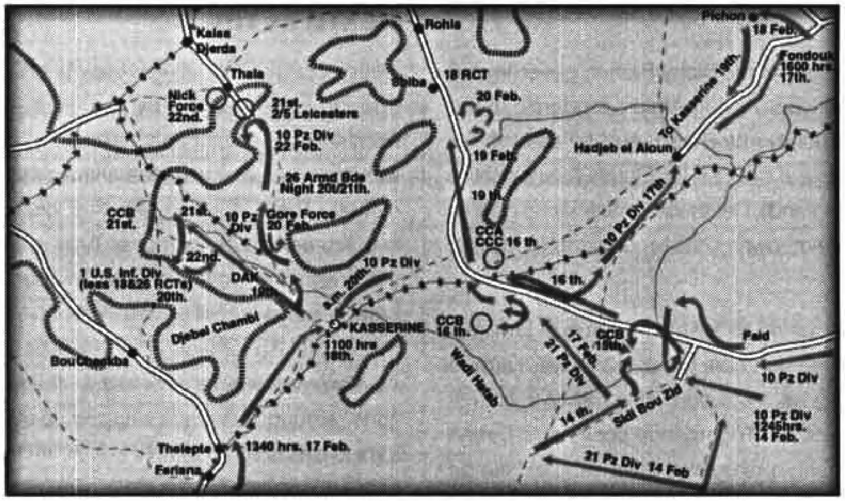
DEATH IN THE SKY

Allied hopes of a quick and easy breakthrough were dashed by a trick that Rommel's reinforcements had brought with them — ground based anti-aircraft rockets. These defense batteries, once in place around the harbor of Tunis and the airfield, took a shocking toll on Allied bombers and fighter aircraft in their first two weeks of operation. After that, Allied Air Commanders established a "no-fly zone" around Tunis, and stepped up efforts to sink ships at sea as well as intercept Axis aircraft over the Mediterranean. In this their efforts garnered more success, and the lifeline of supplies to the Afrika Korps began to dry up again.

Only a very few of the new anti-aircraft rocket emplacements could be spared for the front line. They were positioned as best they could along the Mareth line, but they afforded only incomplete coverage. Once the Allies had pinpointed their positions they were avoided, and the majority of air attacks shifted to other sectors of the line.

Walker Country

Unlike the war in the Western Desert, Tunisia's rocky and hilly terrain (the Atlas mountains) gave something for Walkers of both sides to hide and fight from. The weather deteriorated throughout the early months of 1943, forcing whole divisions to travel on the exposed road network. Walkers, however, could fight in the rocky countryside, or lay in wait and ambush unsuspecting convoys; a tactic especially favored by the outnumbered Germans. Walkers on both sides constantly conducted reconnaissance and search/destroy missions. Using the rough countryside to their advantage, walkers could spring an attack, or dart from rock to rock to cover a retreat.


Kalaa Djerda
Thala
Nick Force 22nd.
21st. 2/5 Leicesters
10 Pz Div 22 Feb.
26 Armd Bde Night 20/21th.
CCB 21st.
21st.
10 Pz Div
Gore Force 20 Feb.
22nd.
1 U.S. Inf. Div (less 18&26 RCTs) 20th.
DAK
19th.
Djebel Chambi
Bou Chebka
10 Pz Div
a.m. 20th.
KASSERINE
1100 hrs 18th.
Thelepte
1340 hrs. 17 Feb.
Feriana
Rohia
Sbiba
18 RCT
20 Feb.
19 Feb.
19 th.
CCA CCC 16 th.
16 th.
CCB 16 th.
Wadi Hatab
17 Feb.
21 Pz Div
CCB 15th.
14 th.
Sidi Bou Zid
21 Pz Div 14 Feb
Pichon
18 Feb.
Fondouk 1600 hrs. 17th.
To Kasserine 19th.
Hadjeb el Aioun
10 Pz Div 17th.
Faid
10 Pz Div
10 Pz Div 1245hrs. 14 Feb.

DEATH RATTLE: TWILIGHT OF THE AXIS (MARCH - JUNE 1943)

By early January, Rommel had strengthened his defenses at the Mareth Line and felt ready to mount a spoiling attack against Montgomery. At the same time, Von Arnim, the German commander facing off against the Allied forces at Torch, prepared to mount an offensive against the American 2nd Corps at Kasserine Pass (see map above).

Von Arnim nearly succeeded; seasoned German forces smashed into the inexperienced and overconfident American units, driving them back over 100 miles. Hundreds of American vehicles were captured or destroyed and whole infantry units were taken prisoner or wiped out completely. The Americans were just not ready for the level of intensity that was war in North Africa. The citizen soldiers of the US army had been handed a defeat in their first battle against Hitler's Germany.

The situation at Kasserine could very well have resulted in complete disaster for the Americans, but the Germans were starting to run low on fuel and reinforcements and could not maintain their momentum. By March 13th the Germans were forced back, and the Americans had been taught a bloody lesson. This prompted Eisenhower to cut his best commander in Africa, George Patton, loose from his job of running the last Vichy holdouts in the Allied rear to ground, and Eisenhower turned command of the Allied advance east to Tunisia over to him on April 2nd.

Patton, ever the fire-eater, had been chafing at what he felt was a task far beneath his talents. When his chief-of staff handed him the message from Eisenhower, Patton is said to have responded "Christ, I thought the S.O.B [Eisenhower] had forgotten I was over here!"

General George S. Patton

"We're going to grab the enemy by the nose and we're going to kick him in his ass!"

Larger than life, flamboyant and profane, Patton was arguably the finest American commander of World War Two. Like Rommel, Patton was a highly decorated infantry officer in the First World War, but had switched to armor in the Twenties. Already a convert to mechanized warfare, when the U.S. Army first introduced walkers into its ranks Patton took to them with a convert's zeal.

He personally led the attack that broke Vichy French resistance outside Algiers from the command seat of his customized Longstreet "Bucephalus" (named for Alexander the Great's favorite horse). Patton's mechanics (at his direction) had even mounted an extra .50 caliber Browning machinegun on his command cupola, "in case there's nothing else for me to do."

His relentless pursuit of the broken but unsurrendering Vichy Forces across Algeria and into Tunisia netted a full 70 percent of the Vichy troops loyal to Darlan at the time of the Torch landings. Patton had succeeded in galvanizing an army badly shaken by the defeat at Kasserine Pass, and turning them into a force to be reckoned with. As General Omar Bradley said of him at the time: "It's simple — we're all a hell of a lot more scared of George than we are of the Germans!"

The Rockettruppen

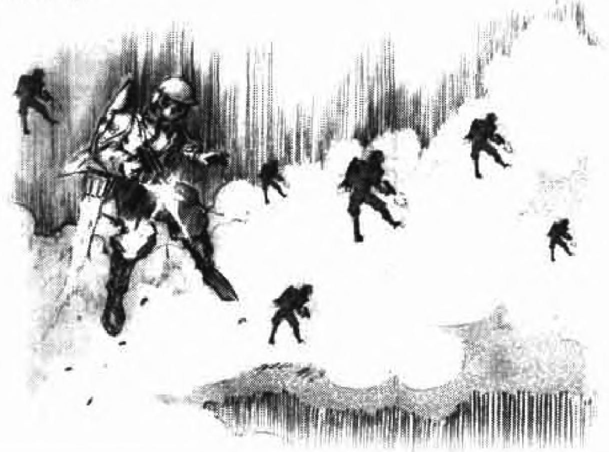
Coinciding with Von Arnim's counteroffensive at Kasserine, the Germans had come up with a bold plan. Learning of the intentions of Churchill, Roosevelt and Eisenhower to meet in Casablanca, Hitler ordered that one of the latest developments of Nazi superscience be sent into action. And so on the 4th of January, 1943, the early morning hours in Casablanca were shattered by gunfire. The Empire Hotel, site of the conference, was under attack from the skies; but not from conventional paratroopers — by the airborne Rockettruppen!

Later to become feared in the Russian campaign, this was the first operational use of the rocket pack-equipped SS infantry. The raid was led by a young officer who would go on to become as big a bogeyman to the allies as Rommel already was, Otto Skorzeny.

One of the German Navy's specially modified troop carrier U-boats moved Skorzeny's raiders into position in the pre dawn hours. At the crack of dawn, Skorzeny gave the signal, and his kommando of eighty men took off into the skies. They hit the city of Casablanca like a thunderbolt; thirty men were to cause a diversion, and attacked Allied shipping and materiel on the waterfront. Skorzeny led the remaining fifty men onwards to the Hotel. One can only imagine the disaster that could have befallen the Allied cause if Skorzeny had succeeded, but the Nazi plan was foiled by the man who, as ever, seemed fated to be Hitler's nemesis: Winston Churchill.

Churchill, who had woken up early that morning, was out on his balcony enjoying one of his trademark cigars. Spotting the approach of Skorzeny's flying raiders, he drew the Colt .45 he always carried with him, and opened fire. (Churchill always went armed, and indeed, even carried a Thompson submachine gun with him in his car). Joined by his MI5 bodyguards, Churchill's firing alerted the security troops in place around the Hotel, and the fight was on!

Churchill actually had to be physically manhandled out of the fight to safety by his bodyguards. Skorzeny, realizing after a brief five minute firefight that the jig was up, and spotting walkers of the Derbyshire Yeomanry coming up the street towards him, ordered his men to break off. Activating the smoke dischargers built into their rocket packs, Skorzeny and his thirty-nine surviving kommandos made good their escape.



KRUEGER'S MEN

Colonel Walter Krueger was the commander of a specialized force that would grow as the war progressed. Leaving home to serve in the Spanish-American War when he was 17, Krueger managed to gain the rank of sergeant major while serving in Cuba. Krueger, Prussian by birth, decided to make the military his career. He re enlisted, and worked his way up from private to 2nd Lt. by WWI. Serving in Europe, he was a tank company commander and by the War's end, was a captain.

Krueger then studied, and later taught, at both the Army and Navy War Colleges, between wars. Krueger realized with advances both in technology and military strategy, small, quick striking forces could gain a large advantage that a slower, larger 'traditional' unit could not. After attending a lecture on modern warfare and hearing the words of Heinz Guderian, Krueger was convinced that well trained, fast reactionary or probing forces would be a necessity for modern warfare.

Krueger started preaching this in the mid to late 30s. Even his old friend, George C. Marshall, thought his idea's of entire infantry battalions mounted on motorcycles was crazy. Then, as Germany built up and showed off its latest technological war machine, the combat walker, Krueger realized that a combined force of infantry on motorcycles and combat walkers would make the best composition for his strike force.

Krueger, now a Lt. Colonel, was collecting motorcycle enthusiasts into one of the companies under his command. Krueger pushed for the US to research and develop its own walkers. After the invasion of Poland, there was no more resistance to Krueger's support of US combat walkers.

Krueger split his time between coming up with a new training and class structure to teach troopers to become combat walker crews, and training and stacking Bravo Company of his battalion with personnel suited to do fast strikes and raids. Mid-1940, Krueger was finally given the official go ahead to put together his strike force.

Krueger found it hard to get walkers to train his men. Trucks and armored cars had to be used as stand ins and crews took turns in the few walkers that Krueger had. It was during a night-time exercise that one of Krueger sergeants came up with a ingenious way to allow a 'lights out' convoy. By painting a gear box on the undercarriage of walkers and trucks white, and having a very small light shine on it, it was possible for a vehicle immediately behind another to see this and follow it on the darkest of nights. This, combined with special lights on the motorcycles, meant that his forces were able to maneuver at night without the standard bright lights giving away their position.

Krueger's unit was part of Operation Torch and proved to be invaluable in flanking and reconnaissance missions. Krueger's unit got a reputation for scaring Vichy and Italian forces into surrendering, by seeming to melt out of the night. The Italians especially seemed affected by Krueger's men and after capturing an Italian infantry unit, the reason came out. Once in a building, talking to the Italian officer in charge, the Italians seemed relieved, almost happy. Krueger asked the officer why this was so and the officer replied, "Now that I see you in the light, you are no undead." Supposedly his unit was composed of zombies and vampires, rustling around at night seeking to eat the living. Krueger found this most amusing.

ADVANCE ON MARETH

By mid-April, Patton's forces were pouring in from Algeria, and the British 8th Army commenced its attack on the Mareth Line in eastern Tunisia. Revitalized after their desert pursuit of Rommel, the British thought to circumvent the defensive perimeter, striking at the Tebaga Gap. Though supported by aerial bombardment, the New Zealander walkers and infantry breakthrough were slowed down by the German-laid mines south of the defensive barriers. British intelligence had not reported the trapped fields, and they came as a shock to the Commonwealth troops. General Freyberg, the New Zealander's commander, called a temporary halt and whistled up some very special reinforcements.

And so it was that on the night of April 17th, creeping through the rocks of the Mareth line opposite Freyberg's force, two patrol units of No. 1 Regt. SAS converged on the two German anti-aircraft rocket batteries in Freyberg's sector. Creeping up on the unsuspecting Luftwaffe crews, the SAS troopers planted their explosives on the waiting rocket platforms and snuck away into the dark.

One hour later the sky was lit with a thunderous flash. The SAS radiomen sent the one-word message "CORKER," signifying the mission was a success. Twenty minutes later, a force of Lancaster bombers, covered by the newly deployed Gloster Meteor Fighters based out of Malta, dropped 20,000 tons of TNT on the German minefields to the front of Freyberg's troops. Although, tragically, some of the bombs fell short, a path was blown though the minefields and the 8th Army was on the move again.

Upon achieving their breakthrough, Montgomery's troops had discovered that the Axis forces, seeing the writing on the wall, had already abandoned the Mareth line, and headed back into Tunisia proper. But a consolation prize was found. A troop of Staghound armored cars, after ambushing a fleeing column of German trucks, discovered that several were loaded with spare parts for the new anti-aircraft batteries. These components would be gleefully examined by the "Boffins" back home in Britain and the United States. Again, the rear guard actions both of Rommel and Von Arnim's forces kept the Allies from gaining any real momentum.

On April 29th, Rommel, after years of hard living and almost unbearable stress, succumbed to a recurrence of amoebic dysentery, jaundice and worn nerves. He was flown out of Africa and would never set foot on the continent again.

The Axis remnants were fighting on two fronts. Von Arnim, now in charge, decided to consolidate the two forces into a single defensive perimeter around Tunis, the capital city of Tunisia. His infantry had been reinforced by Colonel Ramcke and his Falschirmjagers, the survivors of the Malta airlandings. By mid May, Axis influence in North Africa consisted of a defensive line located around the city. General Von Arnim's forces, now combined with Rommel's, tried to hold out while precious men and materials were evacuated.

By June, Von Arnim's holding force was only fifty tanks and twenty walkers. They fought bitterly to delay the Allies, and Ramcke's Paras became the heros of the defense, the hard-learned lessons of Malta's house-to-house fighting put to good use in the mazelike streets of Tunis.

"Vater" Ramcke

Heinrich Ramcke joined the old German Imperial Navy prior to the First World War as a ship's boy. His bravery during the Battle of Jutland won him a decoration and a direct commission. Realizing he had no further hope of advancement in the Navy, he requested and received a transfer to the Imperial Army. Always hungry for combat, Ramcke would use his leave time to attach himself to other units about to go into action. His rampant self-promotion won him few friends in the Officer corps, but his fierce devotion to his men, who dubbed him "Vater" (Papa), was legendary.

After the war, Ramcke was lucky enough to be kept on in the military, serving as an officer in the Reichswher. But as usual, he had stepped on too many toes, and he was transferred to the Luftwaffe at the time of its formation. When General Kurt Student, the father of the Falschirmjager, began selecting officers for the new parachute formations, Ramcke was an obvious choice.

Ramcke's first moment in the spotlight came during the Crete operation. Dropping with a replacement battalion outside Maleme airfield on the second day of the invasion, Ramcke learned that the attack on the airdrome had stalled. If the reinforcements that were to be flown to the island were ever to land, Maleme had to fall immediately. Ramcke took command of the attack, and the German paras overwhelmed the airfield at 1700 hours. The first of the Gigant and Junkers JU52 aircraft touched down, disgorging their cargoes of Valkurie Walkers and paratroopers. The British defense of Crete was doomed. Later, a jubilant Hitler awarded Ramcke the Knight's Cross of the Iron Cross for his actions.

EVACUATION

As most supply ships were coming to pick up troops and vehicles, the Luftwaffe attempted to keep Von Arnim supplied by air. With Malta's Takali airfields completely repaired, this proved to be futile. Sixteen out of the twenty-eight Me 323 Gigant cargo planes sent to Tunis were shot down by Allied fighters, and the Gotha flying wings did not fare much better. Only the Arado jet bombers that Goering had ordered converted into cargo planes could hope to elude the rapid British jet fighter aircraft, but only twenty could be spared from the Russian front, and they simply could not move enough cargo fast enough to make a difference. The Meteors ruled the skies.

Evacuations were conducted by air and sea, but the ever-increasing pressure of Allied air and naval action invariably ground troop evacuations to a halt by June 8th. Once again, orders came from Berlin instructing Ramcke to board the last flight out from Tunis airport. Ramcke protested, wanting to stay with his men, but was overruled.

At the airport, in his typical high-handed style, Ramcke arrived with eighty wounded paras in tow. When told by the ground crew there was no room on the aircraft for his men, Ramcke boarded the Arado and ejected the startled passengers at pistol point. The aircraft pilot protested to Ramcke that his plane would be overloaded, whereupon Ramcke, pointing his Walther between the startled Luftwaffe captain's eyes said: "'Captain, if we crash upon take-off we will all be dead. On the other hand, if you do not take off in the next sixty seconds, I will shoot you where you stand, and you will still be dead. The choice is yours." The Captain loaded the wounded paras aboard, and took off. Once in the air, he asked Ramcke, "come now sir, it took us three minutes to take off. You wouldn't really have shot me would you?"

Ramcke replied, utterly deadpan, "Captain, my watch has been broken for the last 48 hours." At this the young Captain looked relieved, until Ramcke spoke again. "I fear that in my current exhausted state, I count *very* slowly."

CURTAIN CALL

At the end, General Von Arnim, fearing total annihilation, ignored orders from Hitler to fight to the last man and surrendered his forces to the Allies on June 16th. Admiral Darlan and the pitiful remnants of his Vichy French troops surrendered with him. The remaining Italian garrisons in Libya had surrendered earlier on June 11th.

Two-odd years of bitter fighting had resulted in the utter expulsion of the Axis from the African continent and stalled their advances into the Middle East. The war had been costly in both men and machines, but the Axis were to suffer the worst. Over 50,000 prisoners of war and over a hundred tons of supplies and materiel had been seized in Tunisia, and now the Mediterranean was set for Allied hands to wrench it completely away from the Axis. Sicily, and beyond that island fascist Italy, beckoned . . .

VEHICLES AND TECHNOLOGY

North Africa is a harsh place, with the daytime heat and dust being the main contributors to the vehicles' unusually short service span. Some preparations were made before sending vehicles into this forge of sun and grit, such as filter covers on air intakes, but others only came about from having vehicles operating in these conditions for sometime, such as the wide, low pressure tires introduced midway through the conflict. Some of these mechanical improvements, like thermal expansion grease, not only required time to be adapted to the exacting environment, but also advances in technology.

Heat is a demon that plagues all engines, and in North Africa, it is a much larger demon. Water or liquid-cooled engines helped by rapidly moving the heat well away from the engine block. Even then, due to the incredible temperature of the air during the day, radiators had problems dumping the resulting heat. The British fought this with condensers: these allowed hot, high pressure water from the engine to expand (and thus cool) in a cylindrical condensing chamber, then be pumped back through the radiator and to the engine. This became standard on some vehicles; for others it was just a field modification kit.

Though not all of North Africa's ground is rolling sand dunes, the portions that are not have been baked into a brittle, crumbling cake that quickly becomes dust. This makes for hazardous driving, as tires would slip as if on snow or ice. These conditions were alleviated with wider, lower pressure tires. These spread the weight of the vehicle over a greater area of contact. Also, these tires were specially designed with a deeper tread. In Europe, with heavy, sticky mud, this would only cause problems, but in North Africa, this allowed for better traction and an easier time for the drivers. Walkers and airplanes in particular benefitted from this.

It was known that sand would try to infiltrate any mechanical moving part, especially through the easiest openings. Most vehicles had large air filters installed for operations in North Africa. These filters had to be oversized to allow the same volume of uncontaminated air to pass through to the engine. Though the best filters used an oil to help trap particles, they also had to be cleaned the most frequently, due to the extremely dusty conditions of North Africa. The best composite filters, only available in the winter of 1942-43, used a large paper and fiber conventional filter around a oil membrane. This allowed the cheap and easily-replaced outer filter to be changed regularly, with the inner oil filter to be cleaned only when needed.

By the time the US Army got involved in North Africa, they had heard about the nightmarish problems their Allies, the British, were facing trying to keep their vehicles properly lubricated. The British kept requesting new seals and new transmission and axle parts, complaining that even with tighter seals, sand and the dreaded talc kept getting in. The US Army had several manufacturers run tests. It seemed the grease would expand when friction caused it to heat up, but then would contract back when it cooled. As the grease expanded, it would push past the seal as designed, but then, usually at night in the desert, it would contract back, pulling in dust and sand. After experimenting with many different natural and synthetic lubricants, manufacturers came across a substance that would expand and stay expanded, even after cooling off. It would require more lubricant, but would keep the very thing that was meant to protect these moving parts from being the instrument of their destruction.

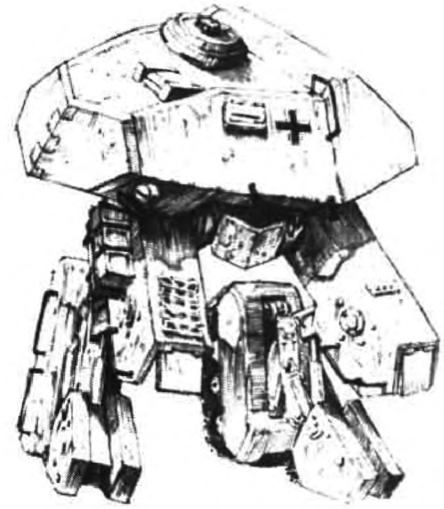
As the military forces, and their manufacturers, adapted to the conditions of North Africa, vehicles lasted longer, and thus were able to perform longer and more reliably. Though some things could not be adjusted for completely, such as talc dust storms, vehicles were much more reliable by the end of the North Africa conflict.

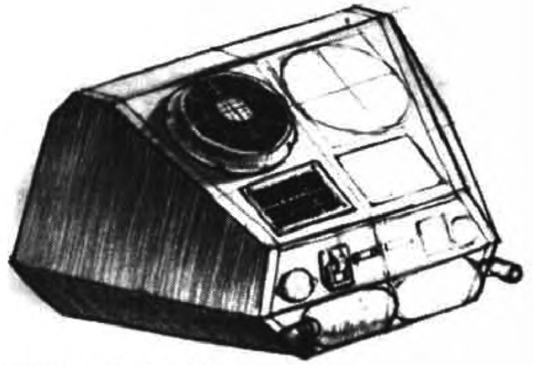
PzK VI "DONNER"

Although on the drawing boards since 1938, the "Donner" (or "Thor") was not produced until 1942. Although similar in many respects to the Valkurie series it would eventually replace, the suspension was a new variation of the Christie Walker Suspension, and the engine much more advanced than the previous walker systems — a necessity, since the Donner weighed several tons more than the Valkurie.

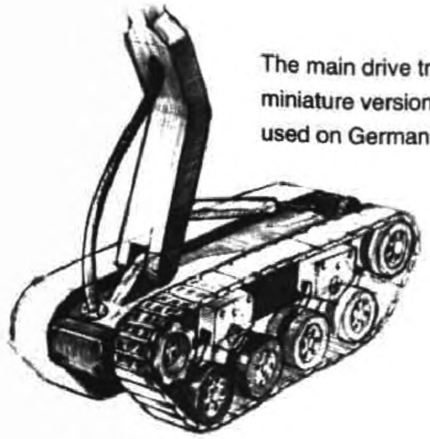
Although initial models suffered from cooling problems, this walker proved to be a superior fighting system, even though it was soon seen solely as a stop-gap measure until larger and better armed walkers were developed.

The Ausf F variation solved some of the initial suspension problems seen in the early models of the Donner. In addition, better optics and weapon stabilization mechanisms were introduced, although these required too much field service time and were prone to frequent problems with calibration. With the advent of the F model, walkers began to slowly catch up to effectiveness of tanks (circa 1940-41). Although superior in mobility, more leaps had still to be made concerning weapons and protection.



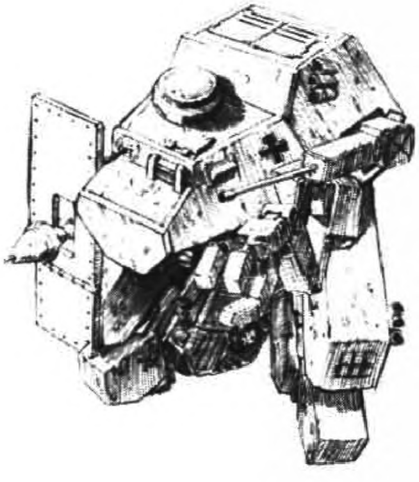


The rear top deck of the walker's main body housed the powerful fans that cooled the engine.



The main drive train was a miniature version of the one used on German tanks.

PzK VII AUSF A "ULLER"



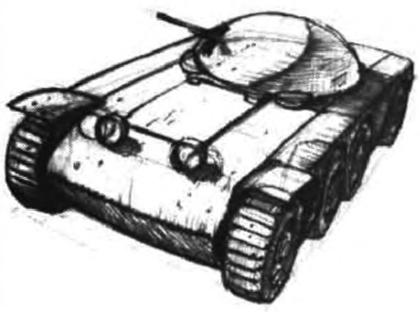
This model began the real competition between walkers and traditional tanks. The Uller weighed even more than the Donner, and had an upgraded suspension and an even larger engine than the PzK VI, which at first led to some teething problems. Advanced weapon optics and stabilization mechanisms seen on the more advanced Donners (and Tiger tanks) were standard on the Uller. Also introduced was an advanced unguided rocket weapon (with the Valkurie's old KwK 70 series gun as backup), much like a larger version of the infantryman's panzerschreck bazooka.

Later models would be armed with additional unguided rockets and better secondary weapons, and would sport more powerful Maybach engines. The success of the Uller would lead the Heereswaffenant to fast-track production of the "Wotan" series of walkers and "Jotun" series of walker-striders for 1944.

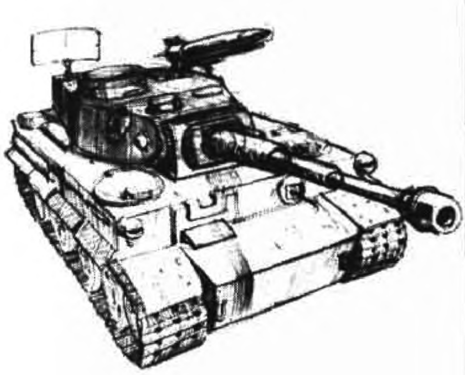
SDKFZ 330 AUSF B "NEUE SCHILDKROTE"

Originally designated the Mannschafts-Transportwagen I, this was a revolutionary design that heralded much more advanced vehicles, such as the PzKmpfw IX and X, seen later in the war. Essentially an 8-wheeled light tank, it was extremely low to the surface (slightly over 2.2 meters tall), and featured a well-rounded and sloping hull with a semi-spherical turret. A number were produced by Martini and Huneke before production was taken over by Krupp and moved to more advanced facilities. The name "New Turtle" is taken from its shape (the "new" is due to a previous vehicle which had been designated "Turtle" about a decade before).

While advanced for its day, it was armed with a completely inadequate weapon (by 1941 standards). Later versions would be armed with the A-8 and A-9 series of unguided and guided rockets. The New Turtle's ability to traverse inland waterways was an asset in the Eastern Front, but little use in North Africa.



PZKMPFW VI AUSF EXS "TIGER"



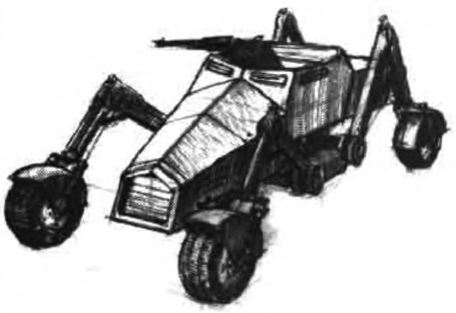
The original Tiger carried serious protection and a nasty 8.8 cm cannon, though it had break-down and mobility issues in the field. The Feifel air-cleaner system was designed for the tank to operate in the wildly varying tropical and arid conditions of Tunisia. The EXS variation was tested in the latter, although it eventually proved to be too expensive. It did, however, make an excellent test-bed for the more advanced targeting mechanisms, gun stabilizers, and radar that would be seen on the later "Jotun" series of armored heavy walkers, and the Ungerhauer series 1000-ton tanks.

The optics and stabilizers were prone to requiring extensive and frequent calibration, a problem that would not be solved until 1944. The A-9 wire-guided missile proved to be a success, although it was deemed to be a redundant weapon on the Tiger, which already had the potent 8.8 cm cannon. The A-9 would soon be seen on vehicles that did not have such powerful armament.

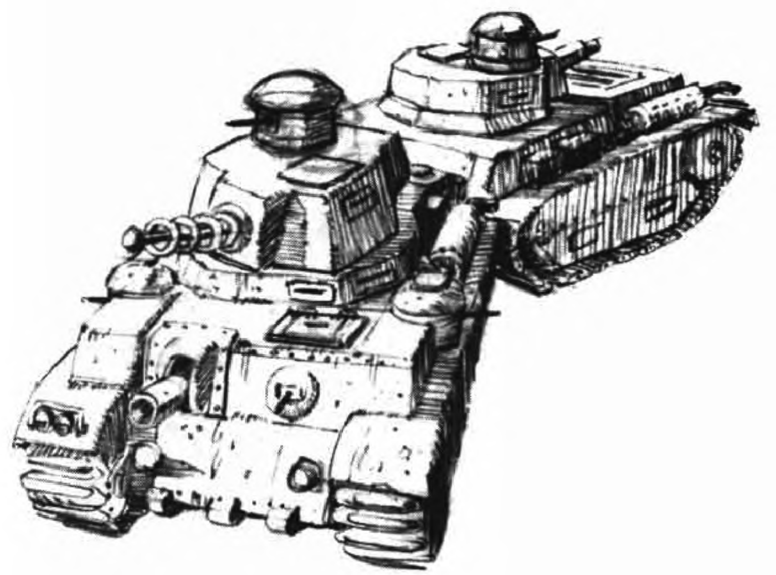
SDKFZ 312 "SPINNER"

This strange vehicle grew out of German indigenous walker designs from the early 1920s. A cross between a light armored car and a walker, the "Spinner" (German for 'spider') tried to be the best of both worlds. While not a true walker in any sense, its four wheeled "legs" allowed superior mobility when deployed. With independent steering and stabilized reflex suspension, the Spinner showed itself to be an excellent off-road vehicle. Although it couldn't navigate the same terrain as a pure walker, it was able to traverse rough and difficult ground that tracked or traditional wheeled vehicles could not. It was lightly armored and supported weapons as a traditional armored car. Though it was originally designed in 1933, problems with the independent motive suspension were not solved until 1940. Four variants were produced between 1941 and 1943, when production ceased in favor of more advanced designs.

The 312 was an opened-top design (like many of the early armored cars), which showed itself to be lacking in close combat. The follow-up SdKfz 314 "Spinner Zwei" was fully enclosed but otherwise similar.



CHAR LOURD AMX-42A "GROGNARD"



The push for the Grognard series of tanks began in 1936 by General Gamelin as part of his rearmament plan to prepare for the war looming in the not-too-distant future. After becoming nationalized, Renault and FCM were ordered to work on the super-tank that would eventually be known as the 'Grognard'. Renault, Schneider, FAMH and Delauney-Belleville conducted studies concerning a super-tank as early as 1932, although social and industrial variables stalled the development of this weapon platform until the mid-30s.

The core of this super-tank is actually two over-sized tank hulls (100 tons each) connected with a flexible joint, coupling and power train. The crew was badly distributed (a common problem with French designs); the four crew in the aft hull could not transfer into the forward hull unless they left and re-entered via exterior hatches. The forward hull contained 2 V-12 engines, while the rear hull had two engines in addition to the capacitors for the Tesla Gun.

The Tesla weapon was contained in a limited-traverse large APXI turret on the forward hull. On top of this was a smaller turret with a 7.5mm machinegun. Fixed in the forward hull was a 47mm gun, and on the rear hull was a smaller APXI turret with a 47mm cannon and a coaxial machinegun. In addition, machineguns were fixed in both hull casements to fire to the fore and the rear.

The Telsa weapon was horrific for 1939, and was valuable as a weapon of terror in addition to its anti-vehicle capabilities. Its only limitation was its size and the fickleness of its power source. Only the largest vehicles or emplacements could mount them, and this also made them vulnerable to smaller and more maneuverable weapon platforms.

The Grognard was actually quite maneuverable despite its size, due to the advanced steering and the flexible connection between its hulls. Parallel double-differential units and a Naeder hydrostatic steering drive made for smooth turning and an infinite number of turning radii. More advanced Holt suspensions and track skirting complemented both hulls. Suspension was by leaf and coil springs via vertical articulations and bumper pads, although the pads had to be frequently replaced in the field.

Although the Grognard had self-sealing petrol tanks, the power coupling and capacitor links were under-armored, especially for a vehicle of this size and type. As well, the mechanisms controlling the four V-12 engines sometimes failed to act completely in concert and the controlling drive would disengage the transmission until coordination could be reasserted. For such a large vehicle, crew space was cramped. The five men in the forward hull had two engines and quite a bit of fuel depriving them of most of the available maneuvering room. Most of the 47mm and 7.5mm ammunition were also stored here. In the rear hull, the Tesla capacitors were large and quite temperamental, causing minor problems on a constant basis.

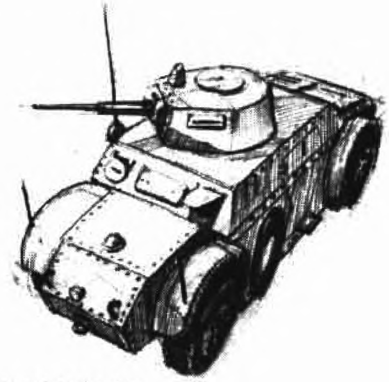
While groundbreaking from an industrial and design standpoint, the Grognard was a dead-end design. Never produced in large numbers, and far too expensive, it sucked attention and materials that could have been better placed elsewhere. Lighter German walkers were able in 1940 to out- maneuver and close with these behemoth tanks, often with fatal results for the French crews. What little success the Grognard tanks did see, however, lay in convincing Hitler of the viability of these land leviathans. The German "Maus" tank was fast-tracked for production, as was the 1,000 ton Ungerheuer super-tank.

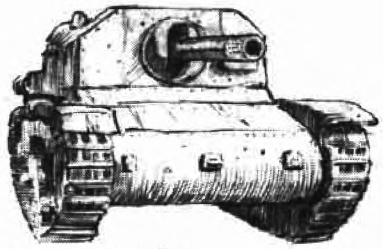
ITALIAN VEHICLES

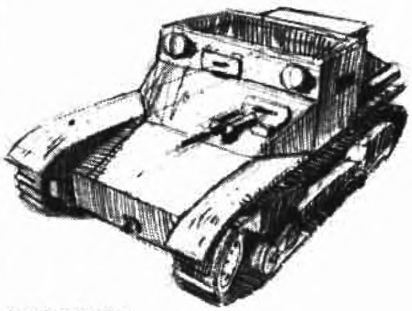
The Fiat L6/40 light tank was based off of the L3, which in turn was based off of the British Carden Lloyd Mark VI. The original prototypes were armed with twin machine guns in a turret with a sponson-mounted 37mm gun. This armament was replaced with the turreted 37mm gun and coaxial 8mm machine gun in testing. A version with twin 8mm machine guns was also tested. A 20mm cannon with a coaxial 8mm machine gun in a turret were mounted in a turret in the production models. The tank was roughly equivalent to the PzKpfw II, and used for reconnaissance and in cavalry units. In addition to the main version of the tank, the L6/40 was produced in a few variants. One variant, the flamethrower variant, replaced the cannon with a flamethrower. The command version of the tank had an open-topped turret and improved radio equipment. Some of the main hulls where completed as Semovente L40 47/32 self-propelled anti-tank guns. These models removed the turret and placed a 47mm cannon on the hull front.

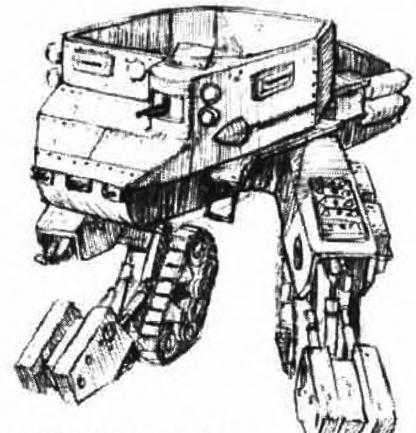
The M13/40 medium tank was the developmental follow up to the M11/39 medium tank. Not many of the M11/39s where built, in favor of the superior M13/40. The M13/40 was armed with twin 8mm machine guns in a turret and a 47mm cannon in a sponson mount in the front hull. The tank was widely used in North Africa, and was known for being cramped, unreliable, and prone to catching fire when hit by anti-tank fire. A command variant was built that had the turret removed and additional communications gear installed.

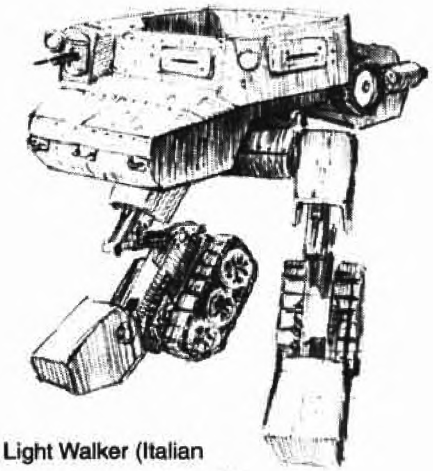
The Autoblinda 40 and 41 armored cars are the result of the merging of two separate needs of the Italian armored forces. The colonial police required a high-performance car for patrolling the new Italian colonies in Africa. The cavalry needed a new armored car at roughly the same time. The two projects were merged and the Autoblinda cars where the result. The cars had a rather unique feature in that the car could be driven from a position in the front or from a position in the rear of the hull. The original model, the Autoblinda 40, was produced with twin 8mm machine guns in a turret. A small number were designated to carry a 20mm cannon instead. This more-heavily armed version, created originally with replacing the original turret with one from the L6/40 tank, proved to be so successful that all production was switched to the new version, dubbed the Autoblinda 41.


Autoblinda 40

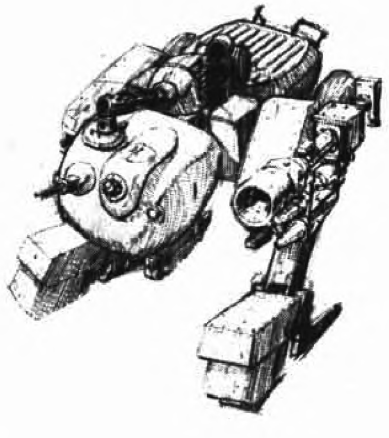

Semovente L40 47/32


L3 Tankette


LC42 47/32 Walker (Italian version of the German Donner)


LC1/40 Light Walker (Italian version of the German Valkurie)

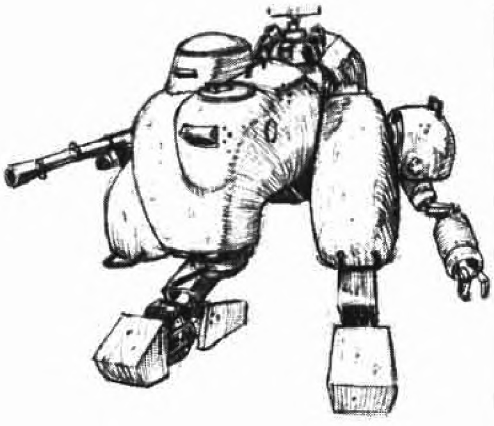
INFANTRY WALKER MV12 "ROUNDHEAD" D AND E



The D (or MkIV) model was essentially identical to the C (MkIII) version, but carried the PVAT (Projectile-Vehicle-Anti-Tank) "Dustbin Thrower," which used a small hydraulic ram and compressed gas to drive a large shaped charge over short distances. Specialty types of ammunition (anti-infantry, incendiary, etc.) were proposed, but none were produced before 1943. The addition of a Rolls-Royce "Medusa" engine to the Roundhead MkV later solved the heat-exchanging problems seen in the previous engine design, and mechanical improvements to the computator system made for a more stable control. A cut-down version of the XL400 radar set was used in one of the first attempts to mount radar capabilities on a vehicle. The more powerful M50 explosive charges were also introduced at this time.

The advances introduced to this variant were some already on the board with the M14 "Ironsides" walker, which, although first produced in 1943, came too late to see action in the Western desert.

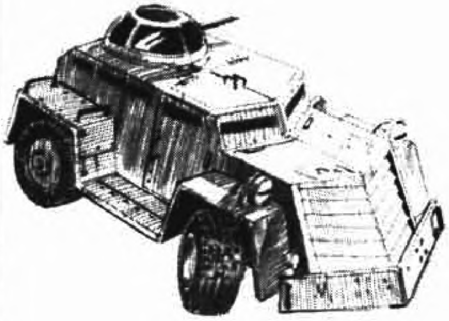
M14 "GENERAL JACKSON" WALKER



This walker was the direct result of data obtained by the US testing center at Aberdeen and by the British experiences in the Western Desert. The Jackson would come to represent the next step in walker design and implantation, paralleled by the British with their Ironside infantry walker and the Germans with their Uller and Wotan units. Indeed, by 1943 walkers were better armed and armored than their tank counterparts fielded just two-three years previously.

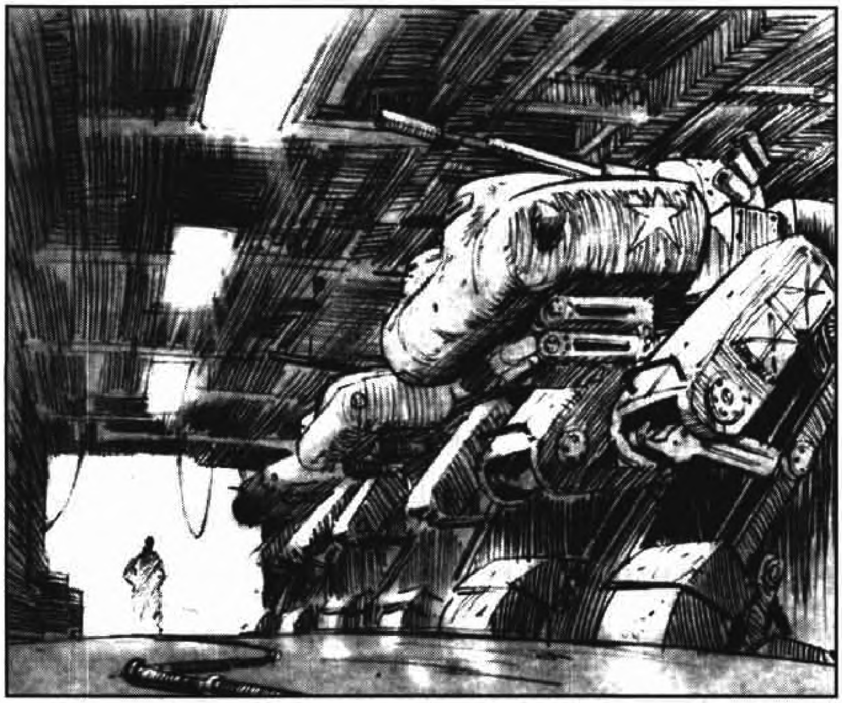
Advances in radar and infrared imaging led to RZ-32 units being mounted in the A1 Jackson units. The powerful 90mm M20 series of rockets were modified and carried, as was a more powerful version of the cannon seen on the Longstreet. The follow-up M14A2 model was not very popular with its crew, as it sacrificed maneuverability and speed for armor protection at the cost of a massive numbers of maintenance headaches. Designers and brass referred to this variant as the "Stonewall". The crews, however, chose the name "Leadfoot."

TUCKER ARMORED PERSONNEL CARRIER TAPC-1



Preston Thomas Tucker, ex-policeman and racecar engineer, submitted a proposal to the US Army in 1939 for an armored personnel carrier. The TAPC-1 (as Tucker called it) carried six infantryman at high speed and was equipped with a high-speed powered gun turret that housed two machineguns. Several safety features were included, namely anti-lock brakes, safetybelts and a padded interior. Production was to start in March 1941, but due to delays was not begun until June. The 3rd Division was supplied with 200 before shipping off to North Africa in Operation Torch.

The military ordered two versions, with the only real difference being the type of machinegun used in the turret. Final weapon layout included a commanders .30 caliber machinegun and either two .30 or .50 caliber machinegun, depending on the variant. The necessary crew was made up of a driver, a commander that sat next to the driver, and the gunner in the powered turret. The infantrymen sat in the back, under the turret, on two padded bench seats holding three persons each.



STRESS TESTING

There were twelve walkers in the repair hut, but only one had any activity around it. PFC Scott McDavitt stuck his head out of the Longstreet's cockpit, squinted in the harsh desert sunlight streaming through the hut door, and faced his fellow mechanic. "Okay, we're all connected up front. The balance gauge looks a little funny, though. You want to recheck that calibration bolt?"

PFC Carmine DiPolito didn't turn away from the mass of fuel tanks and nozzles adorning the entire rear end of the walker. "Nah," he muttered. "It'll probably work."

McDavitt shook his head in exasperation. "Probably? Dippy, would you go out in this thing with a 'probably?'"

DiPolito yawned and rolled off the top of the walker onto a half-raised repair gantry. "I'm a mechanic, not a soldier," he said, shrugging. "I'm not going out in this thing, but even if I were, I'd have some faith in my gearheads. We've done the checks, she's ready to go, and we've got other work to do, so let's get to it."

Giving up the fight, McDavitt hauled himself out of the top hatch and dropped down alongside DiPolito. He started to brush himself off, ignoring the footsteps resonating through the hut. He didn't look up until he realized that the pair of mirror-shiny boots facing him didn't belong to DiPolito. When he did look up, he noted two things: DiPolito was standing stiffly at attention, and he himself was not. Belatedly, McDavitt saluted.

"What've you got for me, boys?" George Patton asked, returning the salute. Behind Patton stood a soldier in a walker driver's uniform. McDavitt and DiPolito glanced at each other, then looked back at the grim-faced general. After a moment, McDavitt began, trying to keep from stuttering. The Old Man was a damned scary figure, but he got even worse if someone had the misfortune to actually look scared. "Well, sir, it's a rocket pack. After we heard about the Krauts doing that trick in Casablanca, we figured we could do the same thing, only bigger. Carmine here has read some of Dr. Goddard's work, and we sort of made some guesses from there, with bigger shock springs for landing and such."

As McDavitt spoke, Patton's frown metamorphosed into a slight smile. The general was about to say something when a loud explosion outside cut him off. The windows rattled, and both McDavitt and DiPolito dived for the floor. Alarm sirens droned. Moments later, a few walker crews ran into the hut, heading for their machines and shouting about incoming German panzers. Patton stood stock still, fists clenched and jaw locked in annoyance. He whirled on the two cowering mechanics.

"Does that thing work?" Patton demanded.

From his position face-down on the ground, DiPolito's muffled voice confirmed, "Absolutely, sir. She's all yours."

Patton waved his walker driver toward the door, and lanced the mechanic with a cold stare. "No, she's all *yours*. Mine's waiting outside. Get out there and watch my flank." The general's eyes narrowed. "We're gonna grab these bastards right by the nose."

McDavitt raised his head off the floor. DiPolito did likewise, and said, "But Sir, we're only..."

DiPolito met Patton's burning eyes, and trailed off.

The general rumbled deep in his chest, and rested his hand on the ivory-handled pistol at his side. "Soldier," he roared, "I don't care if you're a potato peeler. You are under my command, and you *will* fight the enemy." Patton leaned down and snarled into the mechanics' faces. "Now *move.*"

McDavitt jumped straight up the scaffolding and energetically pumped the Longstreet's startup crank.

Patton nodded. "I thought so," he said, nodding approvingly. Walking off, he shouted over his shoulder. "Good luck, you two, but I better see you out there in one minute," he bellowed, "or else after I turn those Huns into spaetzle, I'm gonna come back here and grind both of you into a side of sausage."

When he could hear Patton's walker tromping off, McDavitt dragged DiPolito to his feet, and shouted into the stunned mechanic's face. "I'll drive. You babysit the rocket pack. Come on, move, before he comes back."

The threat of Patton's return shook DiPolito out of his terror. He thought for a moment, and then nodded rapidly. "Okay, start her up, but watch that balance gauge. I'm going to check that calibration bolt again."

TACTICAL RULES

Not all aspects of warfare in the **Gear Krieg** universe were covered in the basic rulebook. The tactical rules presented here cover situations particular to the North Africa theater, such as terrain and climate. Since these conditions had a major affect on the conduct of the war in North Africa, these rules add realism and texture to battles fought in this region of the world. Rules are also provided for the artillery barrages, air support, mine fields, and defensive positions. These additions are provided as an interim measure until more accurate rules for representing these items appear in a later supplement. The terrible desert conditions took a heavy toll both on men and equipment. For the purposes of game play, however, it will be assumed that unless the scenario demands it, no vehicle will suffer a mechanical breakdown in the course of the battle beyond Dangerous Terrain rolls.

NORTH AFRICAN TERRAIN

Despite public perception to the contrary, North Africa is not a flat, dusty desert battlefield. Its geography is varied and distinct, from the rock-strewn hammada to the tropical oasis of Tunisia. Most of this terrain is found within a few hundred miles of the Mediterranean coast. Beyond this band of inhabited land is the sand ocean of the Sahara Desert.

• HAMMADA

Hammada is typical desert sand with an abundance of small to medium-size rocks throughout. While the rocks can sometime be quite large, overall hammada is no worse than normal Rough terrain.

• WADI

A wadi is a dry riverbed with very steep banks. The banks crumble under weight, and the dry riverbed is often strewn with the debris of the last storm. Any vehicle or walker entering, or exiting, a wadi hex must make a Dangerous Terrain Test to continue moving. The steep banks provide excellent cover for infantry, and hull down positions for vehicles and walkers.

• OASIS

In the desert, where there is water, there is also life. In some places a artisian spring has brought water from an underground aquifer to the surface to create an oasis. An oasis is surrounded by vegetation, usually scrubs and grass and the occasional palm tree. Oasis have no affect on combat beyond the Obscurement offered by the vegetation.

• ROCK FORMATION

Rock formations dot the north African desert, providing shade to its inhabitants and stone for the homes of the people that live there. For game purposes, treat rock formations as impassable to all units and block Line-of-Sight.

• SAND DUNES

Sand Dunes are the sand waves of the desert ocean. The effect on movement is the same as Sand (**Gear Krieg Rulebook**, page 50), but the dunes' motion is ever changing the look of the desert. This makes navigating the dune seas of North Africa hazardous, not to mention the possibility of being buried or tumbling from the crest of a dune.

If a unit ends its movement in sand dune terrain, the player can choose to hide the units among the dunes. If the player declares the units is hiding in the dunes, the unit gains +3 to Obscurement.

• SANGARS

When the ground is too hard to dig in, the enemy is shooting at you, and all you have to hide behind are the small stones and rocks on the ground, you create a sangar: a wall made by piling up any loose stones and rock that happen to be handy. This improvised cover is only effective against anti-infantry and area effect weapons.

Creating a sangar is the same, gamewise, as digging in.

CLIMATIC CONDITIONS

The harsh North African desert climate was the battle ground for the Axis and Allied armies from September 1940 to May 1943. Sandstorms and shifting dunes made navigation a nightmare, with units getting lost a frequent occurrence. The lack of visibility entailed by sand and haze made combat difficult since intermittent line-of-sight made target acquisition difficult at best.

The heat and sand were as much the enemy as the opposing army. Vehicles would overheat or grind to halt as the sand contaminated fuel, oil and mechanisms. Aircraft were grounded during sandstorms, so the Luftwaffe and Royal Air Force were often unable to take part in a battle. Supplies would be lost. Soldiers would stumble into combat without warning. In the end, men on both sides of the war in North Africa were in agreement: it was Hell on Earth.

• HEAT HAZE

Heat haze results from the release of heat energy from the landscape. The wavering, blurry images created in mirror-like haze at the horizon makes it very hard to pick out targets and movement. When heat haze is in play, treat all ranges as one range band greater than they actually are on the tabletop. Any battle that takes place from midday to late afternoon will likely be under heat haze conditions at the least.

• DUST CLOUDS

Rapid ground movement (vehicles and walkers in ground mode) caused sand and dust to be thrown up behind vehicles as they moved, making them easier to spot but alowing other units to move unseen.

When using Top Speed Ground movement through Sand, Sand Dunes, or Hammada terrain, a dust cloud is raised in each MU traveled through. The dust cloud provides 2 points of Obscurement to all units behind the dust cloud. Units inside a dust cloud count as firing through 2 points of Obscurement. The dust cloud settles to the ground at the end of the turn unless more units move through the same MU.

• SANDSTORMS

As to be expected when fighting in a desert, sandstorms are a common occurence. If both players agreee the battle occurs during a sandstorm, add +1 to the Obscurement to every MU of terrain. This equals a -1 modifier per MU of intervening terrain on all attacks.

Sandstorms also cause sand and dunes to shift, increasing the possibility of mishaps when moving. During a sandstorm, a +1 modifier is added to threshold of all Sand Dangerous Terrain Tests.

• STORM/FLASH FLOOD

Rain is a rare occurence in the northern desert, but when it does happen, it is extremely violent. These downpours are treated as Heavy Rain (**Gear Krieg Rulebook**, page 66), for purposes of Obscurement, combat rolls, and Dangerous Terrain tests. In addition to this, all mechanized units in a wadi at the time of the storm are destroyed on a roll of 5-6, and all infantry are killed on a roll of 4-6, on 1d6.

☐ North Africa Terrain Costs

Terrain Type	Infantry	Walker	Ground	Obscurement
Hammada	1	1	2	0
Wadi	2	2D	3D	0
Oasis	1	1	2	1

Defensive Positions

Defensive positions built to protect vehicles and infantry from enemy fire are called revetments and foxholes, respectively. These structures allow vehicles and infantry to go hull down in almost any terrain they are constructed in (except water).

A vehicle using a revetment is automatically considered "hull down" and gains all the usual benefits. Revetments add 20 points to the protection offered by the terrain. It costs only one MP to park in a revetment since it is a prepared position. For infantry units using revetments or foxholes, add one to their defense roll to reflect the prepared nature of their cover (infantry units are always assumed to be under cover already, as indicated by the -2 to hit modifier).

Both types of defensive positions are extremely hard to destroy since they are really just holes in the ground with some reinforced structure(s) on one side. Each can take up to the lowest MP cost of the hex times fifty (x50) in damage points before becoming unusable. Another way these positions can eliminated is to simply fill them in, such as with dirt.

Barbwire

Barbed wire (and later in the war, razor ribbon) are mostly obstacles for infantry, but can have been known to entangle vehicles. Infantry units may move through an area which contains barbwire at the MP cost of the terrain, plus 2. It can take more than one round to pay the required MP cost to travel through the barbwire. Every round the infantry unit is in the barbwire, it must roll their Infantry skill versus a Threshold equal to 3 modified by the Infantry MP cost. If the roll fails, the infantry squad is busy picking and cutting their way through the barbwire and cannot leave this round. On a fumble, one die's worth of damage is applied to a random trooper in addition to the "failed" effect.

Vehicles that attempt to move through barbwire simply hope to rip the barbwire apart and/or flatten it into the ground. If not, it usually means the vehicle has simply crashed into it and has become tangled in it. A ramming attack is made against the barbwire: it defends at zero and is considered a Size 3 vehicle. The barbed wire's Threshold for infantry and "Size" drop by one for every fifteen points of damage (i.e. after 45 points, an area one MU in diameter is cleared).

Besides running vehicles through it, there are several ways to clear barbwire. Infantrymen may try to cut it by hand or by using satchel charges. Instead of leaving the area barbwired, the infantry may attack it, causing damage equal to the skill level of the unit times the number of troopers. Satchel charges are used as normal (see below).

The last method of removing barbwire is to use an artillery barrage to clear an entire area. The barbwire is attacked as is any target of artillery (see below). Once the entire obstacle has been removed (its Threshold and Size are equal to zero) by artillery fire, the terrain of the hex is turned into Rough ground.

☐ Land Mines & Mine Detectors

Mines were used extensively in the barren wastelands of North Africa. They formed defensive walls and herding lanes where no natural formation existed to do so. A mine field is usually identified as such when the first one is triggered. Usually a unit will retreat and call in an engineering unit to clear the minefield or mark a path through it.

There are two types of mines: anti-personnel and anti-tank. The Thresholds below are the attack numbers that infantry and vehicles must defend against when moving through that area. The TV is per each 1 MU square of minefield. The Damage Multiplier is counted as a HEAT weapon.

Infantry walking through a minefield get a 1 in 3 chance (1-2 on d6) of noticing that they are walking in a minefield. Infantry-carried Mine Detectors are bulky and heavy, limiting the infantry troopers carrying them to either a sidearm (pistol) or submachine gun. Two troopers per Engineering or mine clearing detail carry the detectors. The detectors give a +1 to detect the mines, but is nullified if one of the troopers becomes disabled or killed.

It takes an Engineering unit (or infantry squad deemed to have the Engineering skill) a round to search for mines. If the unit makes an Engineering roll using its Skill Level (roll one die for non-Engineering units) versus the Threshold of the mine field with a MOS of 1 or greater, a safe path through an MU of the minefield is marked. If the roll fails, no path is marked. If the roll is fumbled, and a mine detector was not used, a random trooper has triggered a mine. Units without proper training take twice as long to mark a path through a mine field.

☐ Mine Types

Type	vs. Infantry	vs. Vehicle	TV per MU^2	DM
Anti-Personnel	6	4	2	x4
Anti-Tank	4	6	6	x12

☐ Artillery Barrage

Type	Acc	DM	AE	TV per Mission	Priority
Light	0	x10	1	3	+1
Medium	0	x18	1	5	0
Heavy	-1	x28	2	10	-1

☐ Aircraft

Type	Acc	DM	ROF	TV per Mission	Priority	Armor	Max # of Runs
Light	0	x6	2	3	+1	5	10
Medium	0	x8	2	5	0	6	6
Heavy	0	x8	4	10	-1	7	3

SATCHEL CHARGES

Satchel charges are normally only carried by engineering squads (10 TV per charge) for demolition work. The units must spend two actions to prime a satchel charge, and then only against immobile targets. Once readied, it can be set to detonate at the end of any turn.

Satchel charges can also be used as a stopgap anti-tank weapon. As speed is of the essence, infantry making satchel attacks do not get the -2 infantry modifier and take double damage from area effect weapons because they are not using any cover. Satchel charges are aimed at the target's Movement system, ignoring the usual -1 aiming penaly. Each charge has a DM of x10.

☐ ARTILLERY BARRAGES

Players that agree to include artillery support in a game maybe purchase up to 60 TV points worth of artillery per game. Artillery barrages follow the Indirect Fire rules in the **Gear Krieg Rulebook**, page 56.

The unit calling in the artillery fire must have a radio, and rolls its Skill Level (modified by Priority) vs. a Threshold of 5. The shells will arrive on the same Turn, Step 4, if the roll is successful. If the Communication roll is failed, the request is not understood, but the next attempt gains a +1 bonus, provided it is made the turn immediately after.

Once called, two dice modified by the Accuracy are rolled versus a Threshold of 6. Success means the fire mission lands right in the targeted area. If the die roll is failed or fumbled, the shot deviates by a number of MUs equal to the Margin of Failure (the attacker rolls one die for direction in 30-degree increments, starting in the direction the rounds were traveling). The artillery is considered HEAT for damage purpose. See the rulebook, page 101, for Area Effect rules. If an infantry squad is adjacent to artillery barrage (a hit or miss), the infantry unit is pinned (rulebook, page 64). If an infantry squad is hit by an artillery barrage, but not damaged, it still receives two "Pinned!" counters.

☐ AIR SUPPORT

Air support, much like artillery, can make the most hardened soldier turn and run. Players may purchase bombing runs in the same manner as artillery. The suggested limit for air support is 30 TV. The controlling player must designate the unit calling for an air support mission (which must have a radio), and roll the unit's Skill Level versus the Priority for the mission type.

An air support mission usually includes strafing runs with cannons and rockets. The strafing run starts on one side of the battlefield and continues in a straight line to the other side of the battlefield. Any unit within 1 MU of this path is a valid target for a strafing run. The attack is considered to be direct fire at close range and at combat speed. Apply the Obscurement for the target's MU only to the To-Hit roll. All attack rolls are made using 2d6. Due to other requests for support, fuel, and ammo limitations, each type of mission has limit to the number of times it can strafe.

Anti-aircraft attacks versus the attacking aircraft are possible. The aircraft is traveling faster than 20 MUs per round, using 2d6 for all defensive rolls. Units may use reaction fire to engage the aircraft. To determine the range from a ground unit, double shortest distance in MU between the attacker and the aircraft's line of attack. If the attack is successful, compare it to the armor for that type of aircraft. If the damage result is Heavy, halve the number of remaining attack runs available. If the damage result is Overkill, all further air support missions are cancelled.

SCENARIOS

The following scenarios contain a selection of incidents and battles during and around North Africa 1941 to 1943. These scenarios tend to be a little more complex than those found in the basic rulebook. They are still intended to be played on a standard 4' x 6' tabletop with miniatures in the 1/72 to 1/160 range. If smaller or larger scale miniatures or playing surface are to be used, simply adjust the terrain and scenario as needed. Players are encouraged to experiment and change the scenarios and their victory conditions.

The historical texts on North Africa, Rommel, the British 8th Army, Patton and the Afrika Korp can provide the setup for many scenarios. Not all battles were equal forces facing off at each other: unbalanced and unfair situations did arise and playing out those scenarios can be fun, if only to see if one can survive longer. Simply starting with an agreed upon situation, laying out terrain, and having at it is all that is really necessary. North Africa had many cases where the situation was completely reversed, if not in a few months, sometimes in a few weeks.

Different situations, complications, force mixes and victory conditions will make it a difficult task to balance out a scenario. If you like more historical and less pulp, make sure that the forces are composed of regular 'joes,' the average, everyday soldier. If you like more pulp, having figures of history, extraordinary troops and rare equipment and vehicles would be one way of getting that feel. You will also need to mount seemingly impossible odds which only these elite forces can beat.

The scenarios in North Africa use many advanced or optional rules in their Briefing and Setup. It is best that both players thoroughly read the scenario before agreeing to play it; if one side is unaware of the rules for land mines or barbwire, it can greatly unbalance a scenario.

• SCENARIO FORMAT

Mission Briefing: This section will "set the scene" providing the players with the historical context of the scenario and outlining the aims of both sides in the battle.

Mission Conditions: This section will detail the game scale and relevant environmental factors of the battle. Some may have game effects — check the rulebook for the actual rules.

Mission Objectives: This section will lay out the specific goals of both forces in the battle. Whenever ossible, both minor and major victory conditions will be given for both sides.

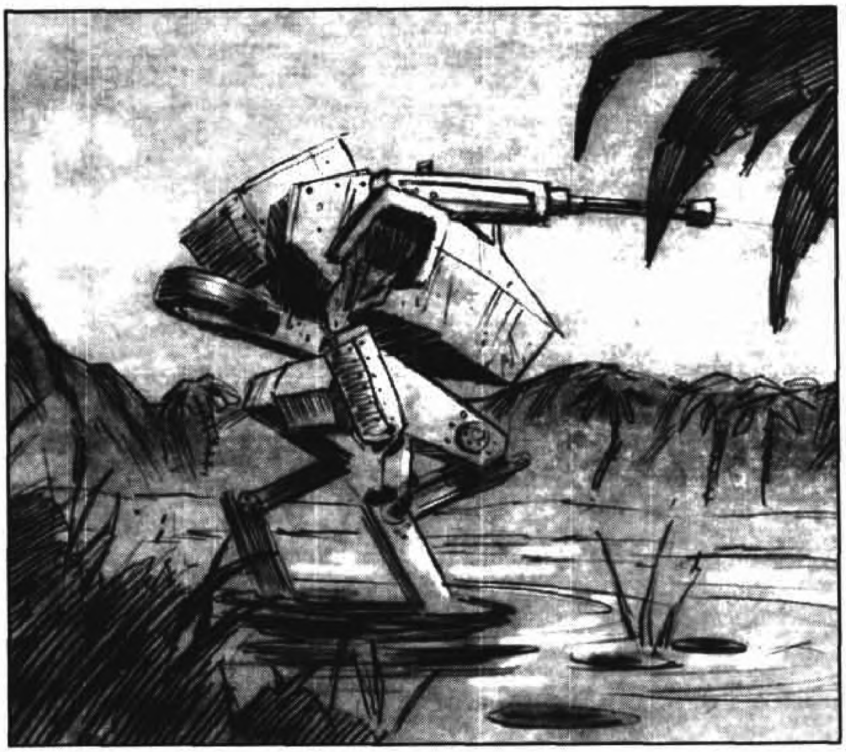
Order of Battle: This section will list the units available to both sides. If both players agree, up to half the units can be swapped for other units of equivalent or lower Threat Values.

Morale: This section will indicate the Morale Level of the combatant forces at the beginning of the battle.

Terrain and Setup: This section describes the tabletop terrain required to play the scenario and the starting positions of the combatants.

Complications and Variations: This section is a list of optional variables that players can opt to introduce into each scenario to increase difficulty or to simply expand the size of forces involved.

Map: This is a simple map of the battle area that was used to playtest the scenario. It can be used as a template to set up your own field of battle.



WATER RIGHTS

Battlefield

Location:	North Africa, 1942
Conditions:	Clear
Time of Day:	Day

Order of Battle

BRITISH FORCES	
4 x	MVIIIB Cavalier walkers
1 x	MVIIIC Cavalier walker
1 x	Humber Mk. II armored car
GERMAN FORCES	
4 x	PzKpf IV Ausf B Loki walker
1 x	PzKpf IV Ausf C Loki walker
1 x	SdKfz 222 armored car

Mission Briefing

The two most precious resources in desert warfare are water and fuel (closely followed by ammo and then food, of course, but the desert environment itself is by far the deadliest enemy). Consequently, both are the most common materials moving through the opposing forces' supply lines, and any local source gives an advantage to the side which controls it.

The British and Germans have dispatched patrols into the desert to verify aerial photographs suggesting a previously unknown oasis on the southern flank of the combat area. If true, a new water source this far out in the desert could support a maneuver around the enemy's flank and perhaps influence the tides of war.

Travelling far out into the desert, the patrols have been navigating by dead reckoning and are fast approaching the point of no return for the limited amount of fuel they are carrying. All vehicles have extra fuel cans strapped to their exteriors, temporarily giving them the Hazardous Fuel Storage Flaw.

Crews may expend three actions to jettison the fuel cans and remove the Flaw ("disembarking" a crewmember, cutting the straps and dropping the cans, and "re-embarking" the crewmember). The vehicle cannot travel at over half Combat Speed, gains the Partially Exposed Crew Flaw while doing it, and must succeed at a Dangerous Terrain test to successfully jettison the cans or two more actions are required the next round to complete the action.

A Fumble means the straps and cans have tangled, requiring the vehicle to come to a complete halt and all crewmen dismount to clear the tangle (or the Flaw remains).

MISSION OBJECTIVES

For the last thirty to forty-five minutes the patrols have noticed another dust cloud apparently approaching the same goal.

Both sides desire to capture the precious water source for their own side's use and destroy the enemy to prevent knowledge of this previously undiscovered oasis from getting confirmed.

Driving off the enemy is a minor victory for either side, while utterly destroying the enemy patrol (no survivors) counts as a major victory.

MORALE

All British and German units are drawn for the experienced desert patrol groups of each army and have extensive knowledge of the environment. They are considered Veteran crew with the equivalent Morale level.

This is a Medium Mission Priority activity for Tired troops. Though taking the oasis is crucial for both sides, the men have been driving for hours under a merciless sun.

TERRAIN AND SETUP

The main setting of this scenario is a stereotypical desert oasis in the midst of Hollywood-quality shifting Sand terrain, broken up by scattered low and medium-height Sand dunes. The oasis is two MU's worth of Shallow Water surrounded by a one or two MU-deep band of Woods, with one MU of Rough around that. Additionally, there may be an abandoned, burned out truck at the oasis.

The opposing forces enter anywhere within three MUs of their starting edge, moving at Combat Speed until they have sighted either the enemy or the oasis.

COMPLICATIONS AND VARIATIONS

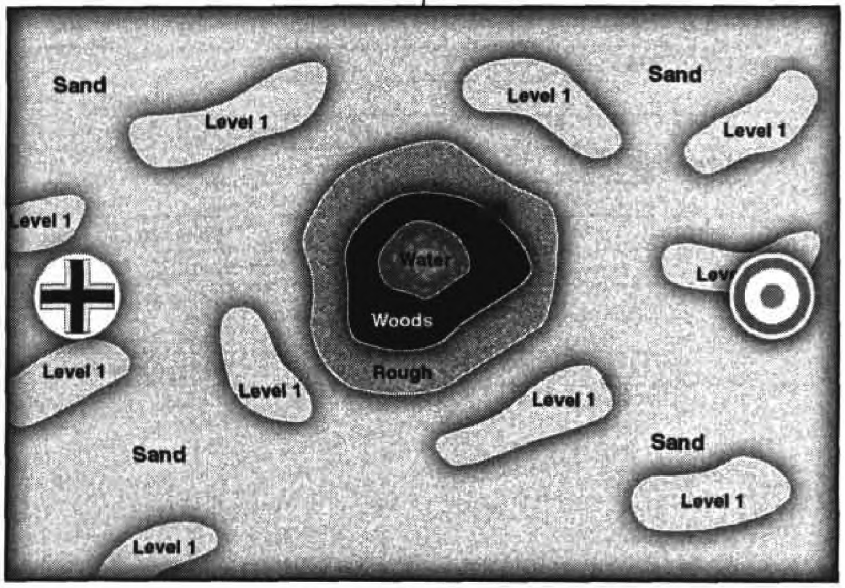
1) Sandstorm! The wind has picked up and a full-blown storm is threatening (+1 Obscurement to all units). Units may either attempt to wait out the storm, or must make a Driving Skill test against a Threshold of 4 (5 if actively in contact with the enemy) if unable to see the oasis, to remain oriented. The test takes place just after moving. Failure means the unit moves the distance, but forty-five degrees off its intended direction (roll 1d6 — 1-3 left, 4-6 right). Fumbles mean the same thing, but the unit deviates y ninety degrees. Units that move off the table are lost to the storm.

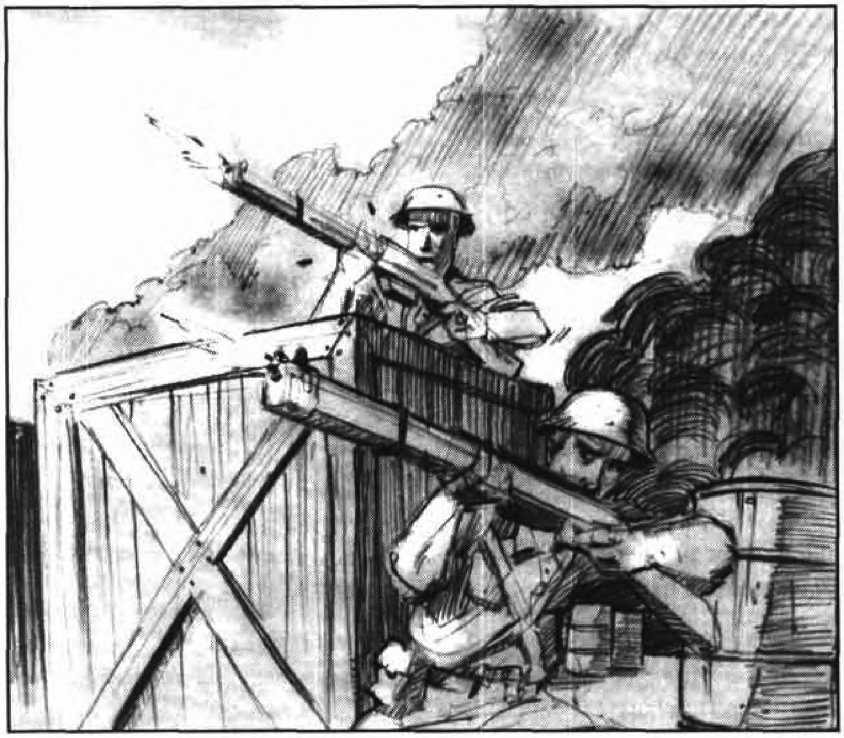
2) A caravan of Arabs (equivalent to a Qualified German Rifle Squad from the **Gear Krieg Rulebook**, but without the LMG) is sympathetic to one side (roll 1d6, odd: British, even: German) and will attack the other. Involving themselves in the fight has a Low Mission Priority for the Tired Arabs.

3) The oasis is known to some non-locals: both the Brandenburgers and Popski's Private Army make frequent use of the oasis as a rest stop on their infiltrations behind enemy lines (or in this case, around them).

As the forces approach the oasis, they are engaged by a Commando Squad of either unit, mounted on the equivalent of two Pink Panther Trucks. The Commandos are all Elite soldiers who are Tired and consider their survival and escape a High Mission Priority. The Commandos will delay at the oasis only long enough to slow down the enemy advance before withdrawing off the nearest edge of the battlefield to rendezvous at a previously designated point, and prefer to avoid both friendly and enemy contact.

Alternately, one or the other unit has left a surprise for the enemy: they've mined an area 1 MU on a side of the oasis with anti-personnel mines (see the minefield rules on p. 33).





DRY LIGHTNING

Battlefield

Location:	Cyrenaica, 1941
Conditions:	Clear
Time of Day:	Day

Order of Battle

GERMAN FORCES	
4 x	PzKpfw III tank
3 x	Rifle Squad with SdKfz 251B halftrack
BRITISH FORCES	
1 x	2-lbr. Gun
1 x	MVIIIA Cavalier walker
1 x	Demolition Squad with Truck
1 x	AT Team with Bren Carrier
1 x	MG Team with Jeep
2 x	Rifle Squad with Trucks

MISSION BRIEFING

The Germans have British forces in North Africa on the run. One of their pursuing elements happens upon a British fuel dump as the British prepare to pull back. While a British Demolition Squad is hastily attempting to destroy the fuel, the remaining British forces are attempting to delay the Germans long enough for them to succeed. The Demolition Squad possesses engineer training and satchel charges (see p. 33).

The British fuel dump has a barbed wire perimeter to keep out scroungers, but the openings in the fence to allow vehicle access do not have gates. Infantry units may move through a MU which contains barbed wire at the MP cost of the terrain, plus 2. It may take them more than one round to pay the required MP cost. In addition, the infantry unit must roll their Infantry skill versus a threshold equal to 3 plus the MU's Infantry MP cost. If the roll fails, the infantry squad is busy picking and cutting their way through the wire and cannot leave the barbed wire this round. With a fumble, one die's worth of damage points is applied to a random trooper in addition to the "failed" effect.

Vehicles that attempt to move through barbed wire must physically ram their way through it. A heavy armored vehicle may manage to rip the barbed wire apart and flatten it into the ground, while a lighter or unarmored one might simply crash into it and be put out of action (tangled). A ramming attack is made against the barbed wire: it defends at zero and is considered a Size 3 vehicle. The barbed wire's Threshold for infantry and "Size" drop by one for every fifteen points of damage.

There are several ways to clear lengths of barbed wire, apart from the vehicular ramming method described above. Infantrymen may try to cut it by hand or by using satchel charges. To prevent this, barbed wire is often boobytrapped with AP mines or trip flares. Instead of leaving the MU, the infantry may attack it, causing a number of damage points equal to the Skill level of the unit, per trooper. Satchel charges are used as normal.

The last method of removing barbed wire is to use an artillery barrage to clear an entire zone by blasting the defensive structure apart. The barbed wire is treated as a minefield for artillery clearing purposes. Once the entire obstacle has been removed (its Threshold is equal to zero), the terrain of the hex is turned into Rough ground.

MISSION OBJECTIVES

Capturing the fuel dump relatively intact would support the German advance into Egypt. The British must keep German forces out of the fuel dump for five whole turns to deny this important resource to the Germans, and then escape off their home edge.

MORALE

German tankers are Veteran, their infantry is Qualified. British forces are Qualified, though the Demolition Squad and walker crew are Veteran. This is a Medium Mission Priority for both sides. All troops are Tired.

TERRAIN AND SETUP

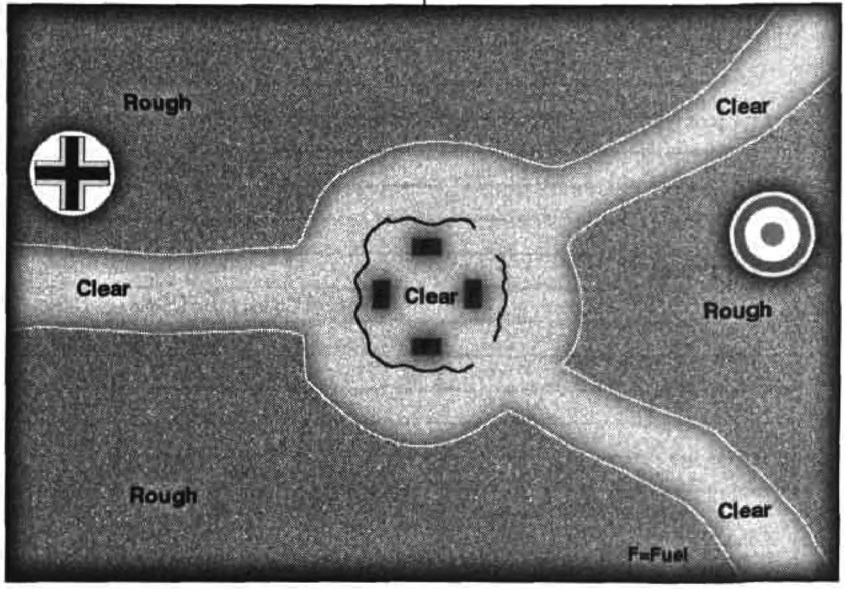
The terrain is a rough but fairly open plain. Several trails have been etched in the surface of the desert by the repeated passage of heavy combat vehicles (see map below).

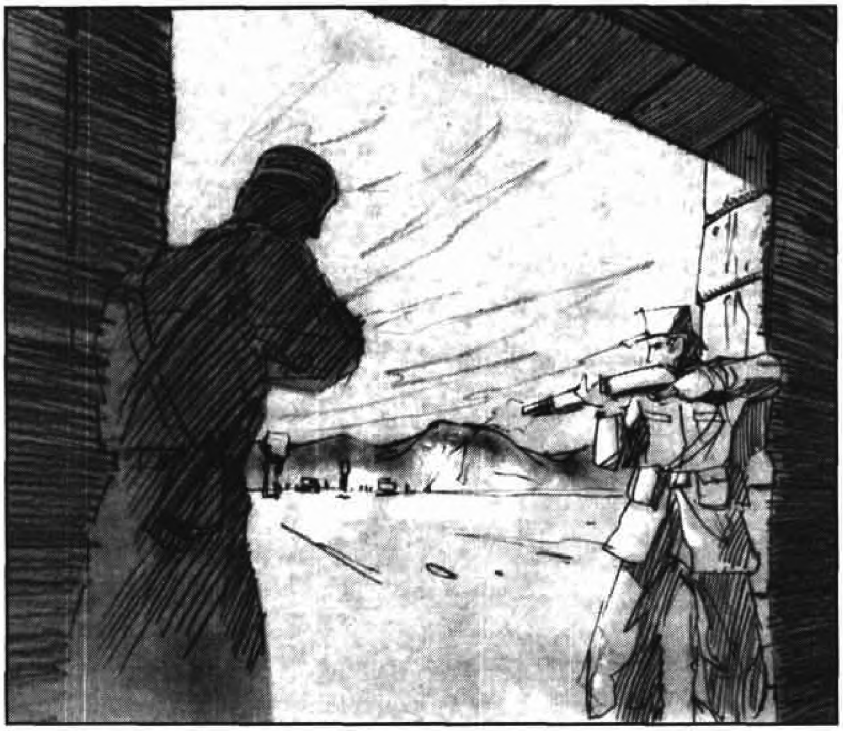
British forces may deploy anywhere within two MUs of the fuel dump or its fence. There is a barbed wire perimeter around the fuel dump at 1 MU's distance. There are several openings for vehicles. These are all located on the British side of the fuel dump.

COMPLICATIONS AND VARIATIONS

1) Retreating British troops are currently fueling at the dump. All fueling units are Exhausted. Roll a Morale check for each fueling unit: the ones which test successfully will attempt a fighting retreat against the Germans, those that fail will attempt to fight their way directly off the map toward British lines, and units which fumble their Morale test will immediately rout and attempt to leave the table by the shortest path (they may be rallied as normal). Fueling units include one Matilda tank, two Mk. IV *Honey* tanks, two Bren carriers (with only the crews aboard), and a selection of trucks (without LMGs). Roll 1d6 for each unit that did not complete fueling each round: 1-2, the unit runs out of gas (no movement); 3-6, the unit continues fighting.

2) A British Hurricane fighter flies overhead and observes the fighting. Realizing the possibility capturing the dump could provide the Afrika Korps with much need petrol, the pilot decides to strafe the fuel dump in an attempt to ignite the fuel and destroy the dump. One medium aircraft strafing run (see page 34), centered on the dump itself, is made.





FORT ZINDERNEUF

Battlefield

Location:	Algeria, November 15, 1942
Conditions:	Clear
Time of Day:	Dusk

Order of Battle

AMERICAN FORCES	
2 x	M11A3 Early walker
2 x	MG team
3 x	Rifle squad
1 x	Command squad (in Jeep)
1 x	Jeep
3 x	Truck
FRENCH FORCES	
1 x	French 75 field gun (rulebook, p.104)
1 x	Command squad
2 x	MG team
1 x	truck
4 x	Rifle squad
1 x	staff car (no provision for MG mount)

MISSION BRIEFING

After the successful landings of Operation Torch, Allied forces are taking possession of former French garrisons throughout North Africa as part of the understanding with the local Vichy commander, General Henri Giraud. These will be used as staging areas for further strikes against the German and Italian forces in the region.

Fort Zinderneuf is just one of many lonely outposts of old French colonial ambition. This particular outpost's importance is in controlling the mountain pass, one of the few accesses to the interior suitable for moving large bodies of troops once a decent road is built (only trails currently go past the fort).

An American infantry platoon with attached walkers has been detailed to relieve the garrison of the fort. Expecting a friendly garrison ready to hand over the place, but receiving numerous reports of Vichy resistance to the Allied takeover, the men move warily toward their objective. Fortunately, the majority of the garrison (never a large one, in any case) was previously transferred to other duties when the French stripped North Africa to fight in Europe, and never replaced.

The Americans are arriving at dusk after the long drive to the fort. Treat the battle as a normal day battle, but with all Detection ratings reduced by one (they cannot go lower than the Night rating, though).

MISSION OBJECTIVES

The Vichy Loyalists are attempting to repel the Allied invaders from French soil. To this end they will defend the fort against the Americans, but attempt to retreat to join other defenders if it becomes obvious they cannot stop the fort from falling (discretion being the better part of valor).

If they defeat the American advance, the French win a short-lived victory since the Allies can eventually bring overwhelming combat power to bear. Preserving the French force and retreating off the board is still, at least to the French, a minor victory, allowing their continued service to the nation.

The Americans simply aim to occupy the fort. An American victory is one where the GIs take the fort, by whatever means and in whatever condition (being able to move *through* the pass is the overall objective, not occupying the land). Anything less than that is a defeat requiring the expenditure of further resources and potentially delaying, or at least not helping, the Allied advance on Tunisia.

Allied Commanders have bigger fish to fry than one minor out-of-the-way fort, but do not wish to either lose the use of the pass or allow any significant resistance to remain threatening their rears. The pass must be open!

MORALE

All US units are Qualified. One French MG team is Veteran and all other French units are Qualified.

This mission is of Medium importance for the French (actually, it is a High Mission Priority for the garrison leadership to uphold their honor and duty, but this is balanced by the Low priority the apathetic troops place on it). It is also a Medium Mission Priority for the Americans (who know additional forces are available to do the job if it gets tougher than originally planned).

French forces are Tired, while the Americans are still Fresh.

TERRAIN AND SETUP

The square French fort is situated in the middle of a large mountain pass in broken terrain (the entire battlefield is Rough terrain). One long edge of the battlefield is an elevation (one side of the pass), and there are scattered low hills throughout the area.

The stereotypical fort (building square walls without engineers is, theoretically, simple) counts as Urban terrain. It is approximately 50 meters on a side (adjust according to the game scale used) and has a single tower in one corner, a single gate in the middle of one wall, and a road leading to it from the American starting edge. The French player also has four MUs worth of barbed wire to place at their discretion (see p. 33). Soldiers and walkers can climb up or down the fort's walls, but it counts as climbing a level one cliff (see the rulebook, p. 65).

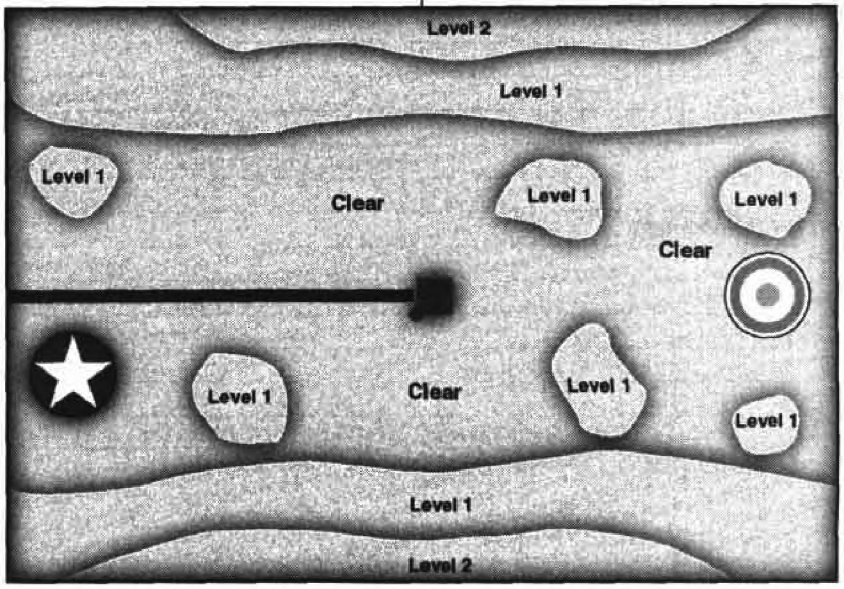
The French player sets up first — since they do not know when, or even if, the Allies will arrive at the fort — with no more than one MG team in the tower and the French 75 field gun facing the gate inside the fort (for moving the gun, refer to the *Towing Capacity* section of the rulebook, p. 69).

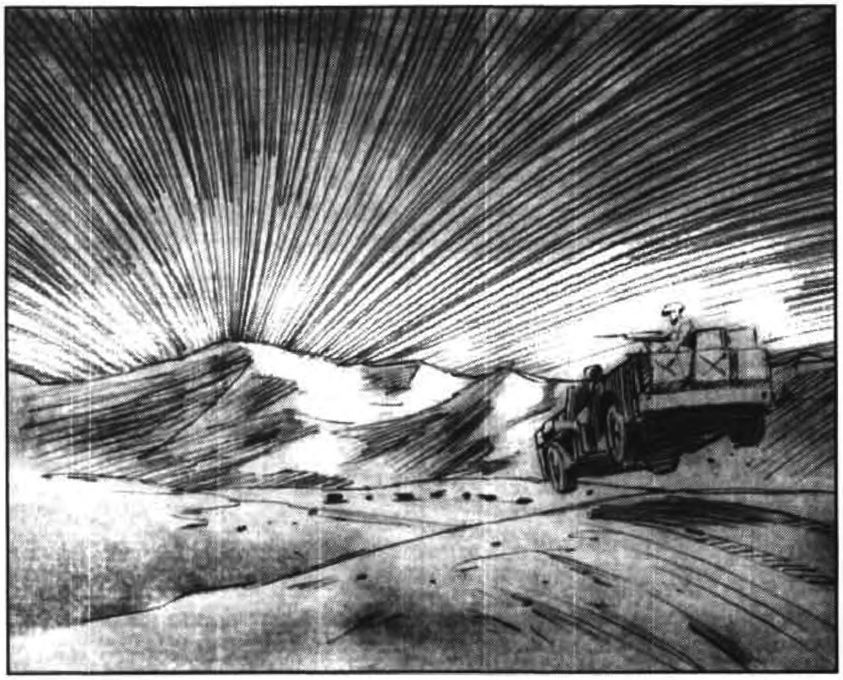
The American column enters the map on the road travelling towards the fort. Either the Automatic Riflemen or attached Machine Gunners start with their guns mounted on the trucks.

COMPLICATIONS AND VARIATIONS

1) The Americans are Military Polices sent to detain a questionable garrison. Squads are mounted in Jeeps rather than trucks (one Jeep per 3-4 MPs), and armed with SMGs and pistols rather than rifles. All MP Squads have radios in addition to vehicle radios. Alternatively, if this is a later battle for the fort, the Americans are Rangers (Veterans) with a supporting armored platoon facing a reinforced French garrison.

2) Replace one French MG team with a light mortar team.





JEEPERS CREEPERS

Battlefield

Location:	Cyrenaica, 1942
Conditions:	Clear
Time of Day:	Night

Order of Battle

BRITISH FORCES	
4 x	*Pink Panther* SAS Jeep
1 x	*Pink Panther* LRDG truck
1 x	*Pink Panther* Jeep (replace MG by AT Rifle)
1 x	Tucker APC
ITALIAN FORCES	
1 x	L13/40 Tank
1 x	SdKfz 312 Spinner armored car
2 x	Motorcycle with sidecar and LMG
1 x	small staff car
20 x	truck
2 x	Rifle squad (spread out amongst the trucks, each squad's LMG on a truck)

MISSION BRIEFING

Long range patrols by specially equipped and supplied units of both armies routinely performed reconnaissance and sabotage missions. These patrols were critical to the success of both sides and were required to locate enemy positions and generally make life more difficult for each other.

Equipped with as much gas as they could carry, forced by the environment to be overland navigation wizards and as close to self-sufficient as possible (with their own mechanics, stores, and desert expertise), these daring units were the romantic heart of a difficult and unforgiving conflict. Constantly on patrol or raiding, they would appear from the desert like a sandstorm and disappear just as quickly.

Although the British had groups like the SAS, Popski's Private Army and the Long Range Desert Group (LRDG), the Germans and Italians had their own desert warfare experts, including the Afrika Kompanie of the feared Brandenburger special forces unit under Hauptmann von Koenen.

In this scenario, a British LRDG patrol has recently completed it's scouting mission in the enemy rear and is returning to friendly lines. The patrol observed what appears to be a supply convoy moving eastward along a road towards the main enemy positions and has decided to prepare an ambush to harass or destroy the convoy.

The Axis convoy, on the other hand, is attempting to get needed supplies of food, water, and other non-explosive items through to the front. Although not expecting any direct combat, the convoy does include a repaired tank on its way back to the fighting.

MISSION OBJECTIVES

The British objective is to destroy or immobilize all the supply trucks. If they destroy or disable (no Movement) more than half the trucks, the British have effectively destroyed the convoy — a total victory. If all of the guard vehicles are destroyed, the British may hunt down the remaining cargo vehicles pretty much at their leisure.

Destroying or disabling less than half the trucks has only harassed the Italian convoy, who will still manage to get through with enough supplies to keep on fighting. It is a minor victory at best.

The Italians, obviously, need as much of the supplies as possible to get through. If more the half the trucks survive to exit the opposite edge of the playing area from where they entered, it is an Italian victory. If fewer than half the trucks survive, it is a minor Italian defeat.

MORALE

The British forces are all Veteran due to the grueling life they face every day as members of the LRDG.

The German armored car crews are Veteran, but the Italian truck crews and infantry are Rookies. The remaining Italians are Qualified.

This is a Medium Mission Priority for all sides, except the Italian truck crews who view it as Low (they are truck drivers, not soldiers). All forces are Tired from the long road.

TERRAIN AND SETUP

The raid takes place in the open desert alongside a dusty trail followed by the convoy. The ground is either Rough or Sand terrain on either side of the road running down the middle of the battlefield (the long axis is East-West — see the map below). The road does not give the usual road bonus because it is old and uneven; it counts as Clear terrain for game purposes.

A small oasis is located in the northeast quadrant of the playing surface, counting as 2 or 3 MUs worth of Woodland terrain (or Swamp, at the Players' discretion).

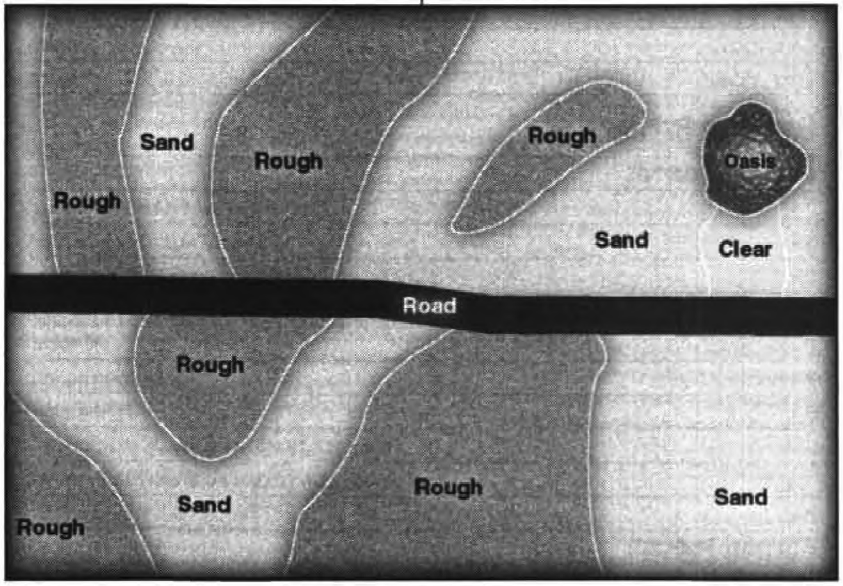
The well-travelled area between the oasis is Clear terrain. The battlefield south of the road is dotted with scattered low hills of Rough terrain cut here and there by sand dunes.

COMPLICATIONS AND VARIATIONS

1) The British waited too long to take a closer look at the convoy. Whether the Germans identified the patrol or just through bad luck, it is actually a German armored car or medium panzerkämpfer platoon moving towards the front lines.

Enemy forces are now only three trucks in the lead, followed by five either SdKfz 222, 231, or 312, or five PzKpf IV Lokis in addition to the normal convoy security vehicles. The Italian tank is not present.

2) There is a full moon in the unusually clear sky. It is effectively daylight for purposes of combat and detection, despite the fact that the battle takes place at night.



SILENT NIGHT

Battlefield

Location:	Suez Canal, September 3, 1942
Conditions:	Clear
Time of Day:	Night

Order of Battle

GERMAN FORCES	
2 x	PxKpf IV Ausf B Loki walker
3 x	PzKpf IV Ausf C Loki walker
5 x	PzKpf V Ausf B Valkurie walker
3 x	MG team with Kubelwagen (small scout car)
2 x	AT team
4 x	Demolition squad
3 x	Rifle squad
2 x	Rifle squads with motorcycle (no sidecar)
1 x	Company Command squad in Kubelwagen
3 x	Platoon Command squad
BRITISH FORCES	
2 x	Medium AA Cannon (see *Briefing*)
1 x	Bren Carrier
1 x	MG team
2 x	AT team
4 x	Rifle section
1 x	Command HQ
2 x	Jeep
1 x	Truck

MISSION BRIEFING

The Suez Canal allows the British to bring resupply convoys up from the Indian Ocean with relative impunity from German attack. With the turmoil in Palestine and friendly Vichy control of Syria, the German High Command sees an opportunity. The Germans intend to clear the AA defenses around portions of the Canal to allow bombers from Syria to place mines ahead of a British convoy, delaying or destroying it.

Fallschirmjaegers will land by glider near the objectives and destroy them before British reaction forces from the nearby village can intervene. After destroying the emplacements, the Germans will withdraw to the south-east to link-up with sympathetic Arabs who will transport them back to German lines.

The British AA guns and emplacements are Armor 11, Acc 0, DM x10, Range 3/6/12/24, RoF +4, Size 4. Emplacements can be designed using the same system as vehicles, with a few limitations. They have a maximum Size Rating of 15 (25 when added to Dense Urban structures). Their movement is always equal to zero, and their Maneuver value is equal to -10. Their defense roll will always be equal to zero — a gun emplacement does not dodge. Emplacements always benefit from the Stationary attack modifier (+2). Gun emplacments ignore any Movement or Maneuver-related damage result, but still lose Armor points as usual (1 for Light Damage, 2 for Heavy Damage).

Infantry units may use satchel charges to attack units in contact, though generally only engineering squads carry them. Priming a satchel charge for demolition work takes two actions, and can only be used against immobile targets (disabled vehicles or structures).

Once the satchel charge is ready, it can be set to detonate in any chosen turn. Each charge has an effective damage multiplier of x10. Because the charge is placed next to the target, its effective Accuracy is zero. Unless the unit planting the charge is a Demolition squad, the damage is rolled using a Skill level of 1 (units with Demolition skill use their quality level). If the die roll is fumbled, the charge was incorrectly placed and only caused its DM in damage points.

Desperate or brave soldiers have also been known to use satchel charges to attack live targets. A satchel charge attack is automatically aimed at a vehicle's Movement system and the usual -1 aiming penalty does not apply. Units attacking an infantry squad during a satchel assault disregard the usual -2 infantry modifier. Infantry making a direct satchel charge assault take double damage from area effect attacks because they are not using any cover.

British reinforcements (the reaction force) arrive on the Northern roadway beginning on the fourth turn after the shooting starts. The reinforcements include up to a platoon of infantry (riflemen) in trucks, two MV12B Roundheads (or possibly the new D model), and/or two Humber Mk. II armored cars.

MISSION OBJECTIVES

The German objective is to destroy the AA gun emplacements and retreat off the Southern edge of the map. Destroying both guns is a total victory for the Germans. Destroying only one gun is a minor victory that will still allow the bombing mission to mine the Canal. Failing to destroy either emplacement is a defeat for the Germans, compounded if the Fallschirmjaegers cannot successfully withdraw.

Repelling or destroying the paratroops while successfully protecting the guns is a total victory for the British. Only saving one AA gun is a minor defeat that still allows the mining of the Suez Canal and significant delay the convoy. Losing both guns is a major defeat for the British resulting in the effective destruction of the convoy, and the necessity to reallocate vital resources to more thoroughly guard the Suez Canal rather than directly opposing the Afrika Korps.

MORALE

All German units are Veteran and all British units are Qualified. This is a High Mission Priority for the German forces and a Medium Mission Priority for the British forces. Although the Germans are Tired, the British have had relatively easy duty here and are Fresh.

TERRAIN AND SETUP

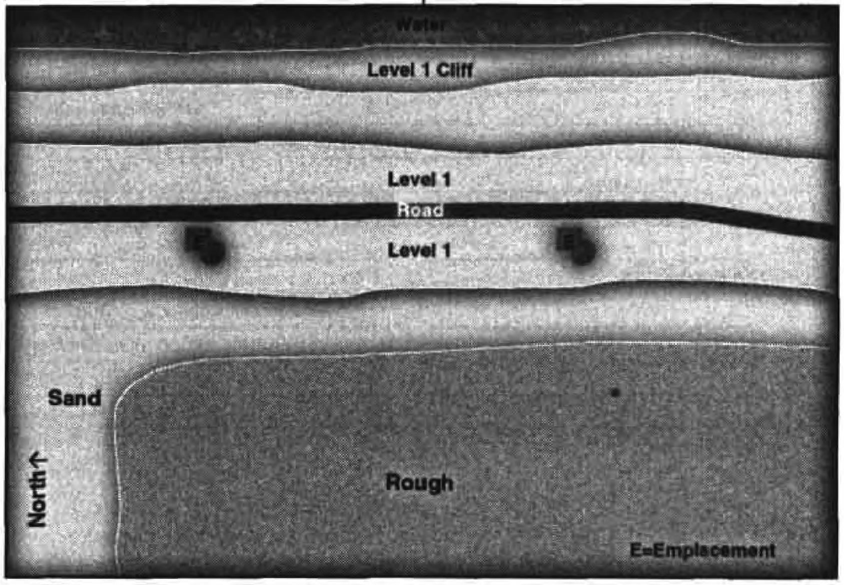
Choose one length-wise side of the battlefield to represent the Suez Canal. The last two MUs of this edge are Shallow Water and the next MU in from the edge is a level one, 60-degree cliff representing the sides of the Canal. A ridge runs down the length of the battlefield, approximately one quarter of the width from the non-Suez Canal side. A road runs down the middle of the battlefield with spurs to each of the gun emplacements. The terrain on the western side of the road is Rough, and it is Clear on the eastern (Suez) side of the road. There is a village just off the northern edge of the battlefield.

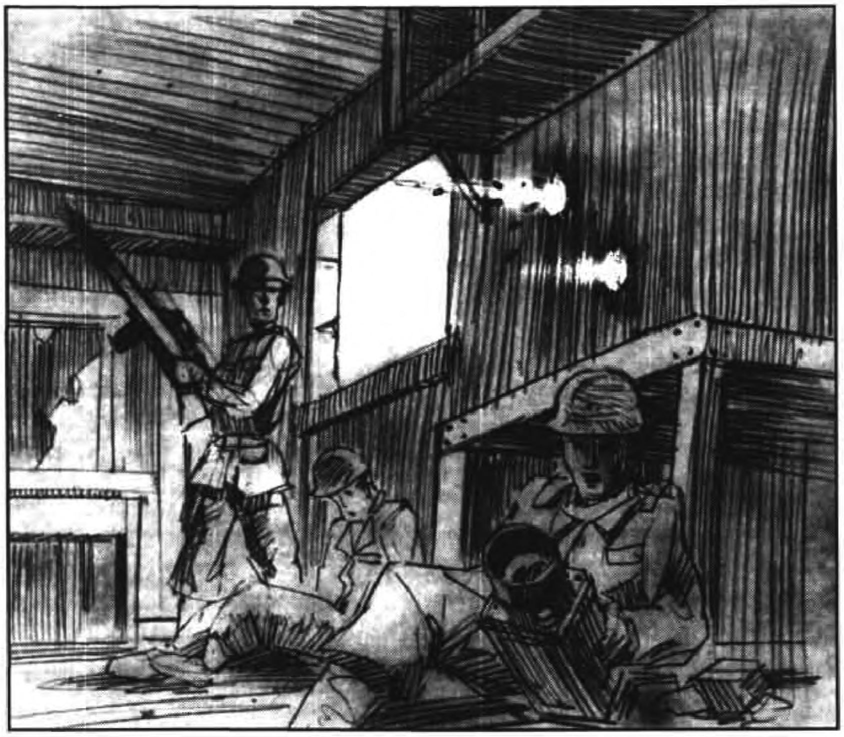
The Germans enter from anywhere along the Western side of the battlefield.

The British must split their initial forces between the two gun emplacements, and must start within two MUs of their guns (they're rather bored). The Jeeps may begin traveling together at any point along the roads, but must be placed prior to the German's initial entry unless they start on the road at one edge traveling at Half Combat Speed.

COMPLICATIONS AND VARIATIONS

1) Changing of the Guard: British forces are currently changing guard. Double the British forces present.





STARS AND STRIPES

Battlefield

Location:	Near Kasserine Pass, 1943
Conditions:	Clear
Time of Day:	Day

Order of Battle

AMERICAN FORCES	
1 x	MP squad
1 x	M11A1 Early walker
1 x	Command squad (riding in the Jeep)
3 x	Rifle squad
1 x	Jeep
3 x	Truck
GERMAN FORCES	
1 x	Motorcycle with sidecar and LMG
1 x	Sniper (see *Briefing*)
2 x	Rifle squad
1 x	SdKfz 251b halftrack

MISSION BRIEFING

Propaganda can make or break the war effort. What the people back home are aware of is carefully prepared to ensure folks draw the correct conclusions from the information available to them. Seeing raw footage of actual battles and their outcomes could either help or hurt support for the war and national morale.

After filming the defeat at Kasserine Pass, an American newsreel crew travelling with an MP escort is pinned down in a small village near the Pass. The Americans have taken heavy casualties, and are holed up in some of the buildings trying to prevent the Germans' capture of the journalists and their even more valuable newsreel footage. Informed of the situation by radio, the local American headquarters has hastily ordered a relief force into the village to drive off the Germans and secure the "vitally important information" they possess (or at least keep the Germans from retrieving it). The Germans wish to capture the journalists, and especially their footage, so Goebbels' propaganda machine can trumpet the full details of the Kasserine Pass defeat to the world, consequently improving German national morale and lowering the American national will.

The two American journalists count as a separate unit under the command of whichever combat unit is in contact with them. However, the noncombatant journalists mus roll for panic every time they come under fire and will always attempt to surrender if no other Americans are within one MU of them and they encounter any German unit.

Snipers are one-man squads that operate independently, trying to pick off important enemy assets and also causing sever morale problems — at least until they are spotted. A sniper is, in game terms, a one man ifantry unit. He is armed with a long-range weapon: generally an accurate bolt-action rifle with telescopic sight. Stationary snipers may aim at a specific system on a vehicular tartet at no penalty, or they may choose to attack one specific infantryman when attacking a squad. Because they take great care to conceal themselves, snipers have the equivalent of 2 points of Obscurement. The sniper is counted as being two levels higher than his true skill when calculating his Threat Value. If the Morale rules (see the rulebook, p. 69) are used, a standard Morale check must be made after each sniper attack (successful or not).

MISSION OBJECTIVES

Both sides have the same objective: seize the newsreel footage and bring it off their home edge. Americans must come within communication distance (1 MU, as per *Radios* in the rulebook, p. 62) to pass instructions to the journalists. The Germans must either capture or kill the journalists.

If the journalists are killed, either side may pick up the film canisters by spending an action while in contact with the film. Any time a unit carrying the film comes under fire from another unit, roll 1d6: on a "1" the film is destroyed.

MORALE

The German sniper is a Veteran, while the other Germans are Qualified. All of the Americans are Qualified, except the Journalists, who are Rookies. The Germans and American soldiers are Tired, while the Journalists are Exhausted. Once the American relief force (except for the Command Squad) realizes what the real objective is (the newsreel film, not necessarily the journalists), their Mission Priority drops to Low.

TERRAIN AND SETUP

The battlefield consists of a small crossroads village (a collection of six to eight low buildings clustered around a crossroads with a fountain in the middle), with roads running to all four edges of the playing area. Unless specified, all terrain is Rough. The village area counts as Urban terrain, surrounded by 1-MU thick Woods. The majority of the northwest quadrant of the map is Clear terrain representing the village's crop fields. Scattered throughout the remaining quadrants are small (4-5 MU) hills, with one or two larger hills in each quadrant. A destroyed SdKfz 251 halftrack is on a road just inside the perimeter of the buildings, and two shot-up American Jeeps are in the village square near the fountain. A third destroyed Jeep is on a road inside the village, and a fourth undamaged Jeep is parked near a building away from the fountain.

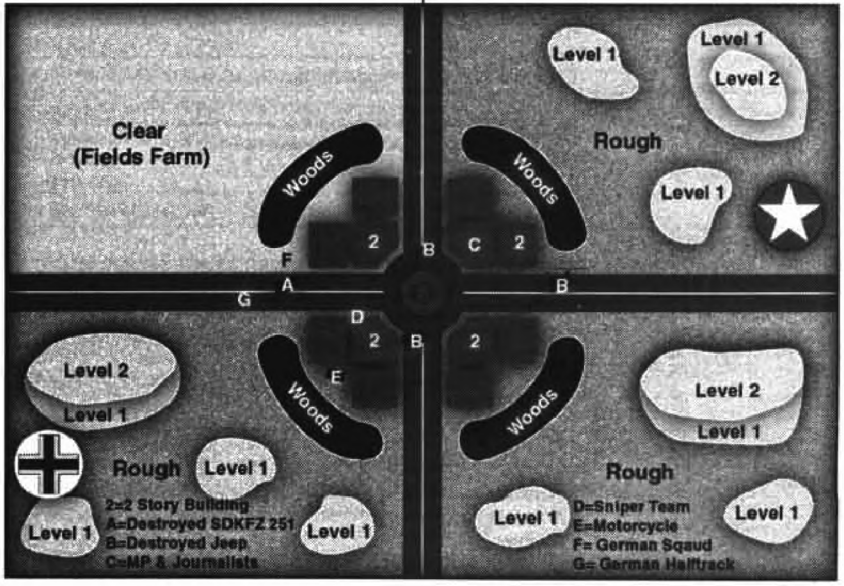
The American MPs are armed with SMGs and pistols (one of each), and their Squad is down to six remaining soldiers. The American relief force enters on the road within three MUs of the American edge. The journalists begin with the MP squad in one of the buildings, determined randomly.

The German sniper begins on a building roof in the village, and one German Squad begins within one MU of the destroyed halftrack inside the village. The second squad, still mounted in its halftrack, begins within one MU of the outside of the village with the vehicle travelling at half Combat Speed.

COMPLICATIONS AND VARIATIONS

1) Saved by the Cavalry! Two American Sherman tanks arrive three rounds after the American relief force. Additionally, three PzKpfw IIIs arrive from the German home edge one round after the Shermans.

2) A single PzKpf V Donner reinforces the Germans. Change one American Rifle Squad to a Bazooka Team (Gunner and Loader, armed with M1 Bazooka and Rifle).



BREACHING CHARGE

Battlefield

Location:	Near El Alamein, Egypt, September, 1942
Conditions:	Clear
Time of Day:	Day

Order of Battle

GERMAN FORCES

1 x	PzKpfw IV Ausf F tank
5 x	PzKpf IV Ausf B Valkurie
1 x	Engineer Platoon Command Squad with SdKfz 251b halftrack
3 x	Engineer Squad with SdKfz 251b halftracks
1 x	Rifle Platoon Command Squad with SdKfz 251b halftrack
3 x	Rifle Squad
2 x	Artillery barrage (medium salvo — Acc 0, DM x18, AE1)

BRITISH FORCES

1 x	Matilda tank
2 x	2-lbr. Gun
2 x	MV12A Roundhead walker
1 x	Rifle Platoon Command HQ, including Bren Carrier
3 x	Rifle Section
2 x	MG Team
3 x	Truck

MISSION BRIEFING

German Intelligence has identified a shallow point in the minefields near El Alamein suitable for attempting a breach during the battle. After the main battle begins, a German force will attempt to breach the minefield to open the way for an Afrika Korps flank attack on the British defenders. The defenders are in prepared positions, but some artillery salvoes are available to assist the breaching effort. The immediate German objective is to take the British strongpoint to allow follow-on forces to advance through them.

The Engineer Squads have engineering training and mine sensors. At least two men are required to carry the sensors and cannot carry weapons. If either one is killed, apply a -1 modifier to the die roll. If both troopers are killed, the squad cannot detect mines anymore. By spending one action, the squad can look for mines by rolling its general Infantry skill (equal to the quality level of the squad). Other infantry squads can accomplish the same tasks as engineers, but they take twice as long to finish the work.

All Artillery fire takes place during Step 4. Artillery fire will arrive on the same round if the roll is successful (Threshold 5). If the Communication roll is failed, the request is not understood, but the next attempt is at +1, provided it is made the round immediately after. Two dice are rolled versus a Threshold of 6. Success means the fire mission lands right in the targeted area. If the die roll is failed or fumbled, the shot deviates by a number of MUs equal to the Margin of Failure (the attacker rolls one die for direction in 30-degree increments - starting in the direction the rounds were traveling).

British forces are in prepared positions — revetments and foxholes — watching over this thinning of the minefield. A vehicle using a revetment is automatically considered Hull Down and gains all the usual benefits. Revetments add 20 points to the protection offered by the terrain (e.g. 30 points of protection, 10 points for hull down in sand plus an additional 20 points for the revetment). It costs only one MP to park in a revetment since it is a prepared position. For infantry units using revetments (Size 3 on up, normally called trenches) or foxholes, add one to their defense roll to reflect the prepared nature of their cover (infantry units are always assumed to be under cover already, as indicated by the -2 to hit modifier).

Both revetments and foxholes are extremely hard to destroy since they are really just holes in the ground with some reinforced structure(s) on one side (often just sandbags). Each can take up to the lowest MP cost of the terrain times a hundred (x100) in damage points before becoming unusable.

The British are dug in behind a two MU deep Anti-Armor minefield across their front. See page 33 for minefield rules.

Mission Objectives

The Germans must penetrate the minefield and overrun the British position. This will provide Rommel with another option to attempt to defeat the British at El Alamein. There is no minor victory option, the Germans either successfully provide Rommel on opportunity to exploit, or they do not.

British forces are determined to hold the line and keep the Germans from threatening their flank.

Morale

German forces are Veterans, while the British are Qualified. This mission is Medium Priority for the Germans, but a High Mission Priority for the British who know they are the only thing stopping a potential German breakthrough and do not expect reinforcements.

Terrain and Setup

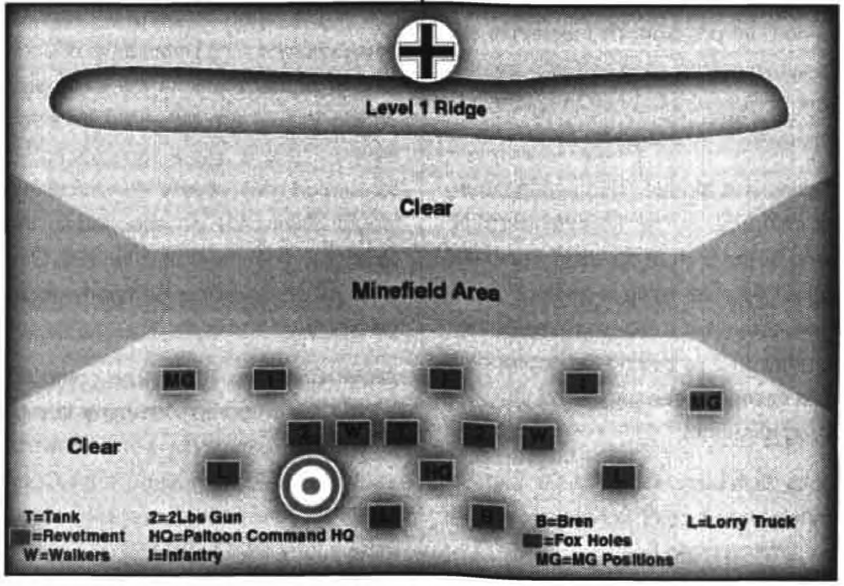
The entire battlefield is rough terrain, except as otherwise noted. There is a 2-MU deep British minefield across the entire width of the battlefield. There is a low ridge approximately halfway between the minefield and the German Player's starting table edge.

Complications and Variations

1) A Messerschmitt Me-109F fighter is available for air support. The fighter may make two strafing passes over the British (on consecutive rounds), and enters and exits the game surface in the same round (during Step 4) traveling in a straight line from entry to exit point, but the second pass enters from the direction the first pass exited. The fighter's cannon is DM x8, ROF 2, and attacks any target within one MU (or hex) of its trajectory at short range with a Qualified pilot. British forces engaging the aircraft treat it as at Medium range on approach, Short range overhead, and Long range as it departs, and can see it coming around for its second pass. The aircraft is traveling faster than 20 MUs a round.

2) The British have emplaced the 2-lbr. gun in a bunker, rather than a revetment. The bunker counts as a structure (see *Structures*, page 68 of the rulebook) with a Damage Point Capacity of 125, and Size 6 for ramming purposes. The MU occupied by the bunker counts as Urban terrain unless converted to Rubble.

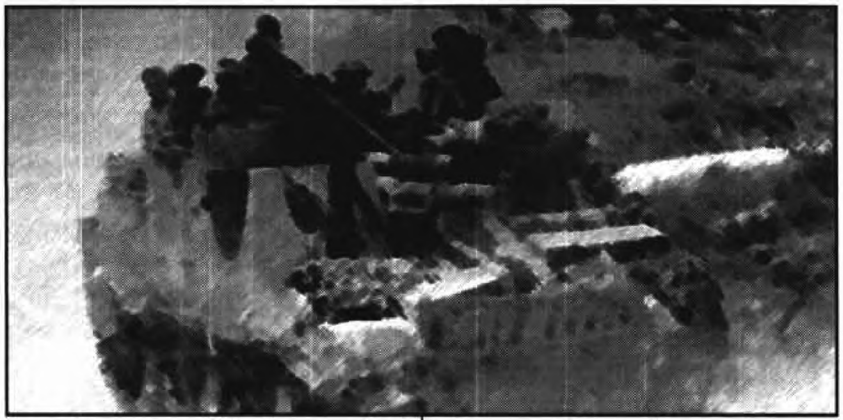
3) The German engineers are carrying several satchel charges (see p. 34). The British have barbed wire strung one MU in front of their positions (p. 33) to prevent them from reaching the line.



ARMY LISTS

The following pages contain simplified Tables of Organization and Equipment (TO&E) for wargaming in **Gear Krieg**'s North Africa. Although entire armies maneuvered in the harsh desert, playing complete army, or even regimental and battalion engagements, would take a long time to resolve. It is much simpler and quicker to run platoon and company level forces. Players will find that battles at the company level will usually be just long enough to play to completion in an afternoon.

The information here, though focused on the forces in North Africa, is still a broad overview and generalization. Each commander seemed to modify his company's TO&E to his own personal taste. Almost every year, due to past experiences, new equipment, or maybe a change of command, units modified their TO&Es — listing each individual unit's organization chart would leave little to no room for anything else to be included in this volume. In this chapter, players will find army lists for the forces that took part in the Battle for North Africa from 1939 to 1943.



PRESENTATION

General Introduction: This section briefly sketches out the army and lists reasons why Players would want to game with and collect miniatures for it.

Tactics and Morale: This section is an examination of the tactical doctrine used by the army in question. The units' default Morale rating is given; Players may increase the Morale rating of their combat units by paying the appropriate cost multiplier (see page 70 of the **Gear Krieg** rulebook).

Color Schemes: A brief description of uniforms and color schemes used by the army is listed here.

Infantry Company TO&E: The composition of the Rifle Company is provided here, followed by a breakdown of each type of squad found in the Company. Threat Values are provided for each squad. There is also a separate listing for support units (usually MG teams) that would historically be attached to the Company from the Battalion level. One or two such teams per Company would be typical.

Armor Company TO&E: The composition of the Armored Company is provided here, followed by a breakdown of each type of Platoon found in the Company. Players may chose the vehicle variant they want to field.

DESIGN NOTES

Throughout the North African conflict, unit organization evolved rapidly to take into account new vehicles and supply lines. It would have required a huge book to keep track of the fluid tables of organization and equipment, and so a reasonable compromise, based heavily on playability, was reached.

The average units presented here were the building blocks from which armies participating in the conflict were constructed. As a note, **Gear Krieg** is a work of alternate history, and not all units are listed as their actual historical counterparts (if any) appeared in the real orders of battle.

Most, if not all, of the nations involved in World War II had various elite or "special ops" units. We give a few of them in this book, though it is obvious that there were many more than this. In the same vein, far more types of vehicles and equipment than could possibly be listed here were deployed; some were so rare it would have been pointless to have them take valuable book space. The lists presented in the following pages are intended as a guideline to enable Players to wargame actions from the timeframe covered in this volume.

Threat Values (TV) have been assigned to infantry squads and vehicles. It will be a relatively easy matter for Players to design their own battle scenarios by simply agreeing on a TV total for each side and purchasing units to add up to those points. Given the differences in arms and equipment available to each army, not to mention personal preferences and tactical styles, an interesting game is sure to result!

ITALIAN ARMED FORCES

The large majority of Italian troops stationed in North Africa were poorly led, fed and equipped. In spite of Mussolini's grandiose boasting, "Roman fighting spirit" was sadly lacking. The British 8th Army was capable of a lot more than the Italians' previous opponents, Ethiopian or Cyrenacian tribesmen, and the rank and file knew it.

This does not mean that all the Italian forces were bad; there were well-disciplined troops in the Italian order of battle, especially the Light infantry (the Bersaglieri) and the artillery, and they performed valorously in battle. For the most part, however, Rommel felt he could not trust his Italian allies. He was forced to "corset" the Italian formations, anchoring their flanks with German units to ensure they would not break in battle.

BATTLE DRILL

Because the Italian troops in North Africa were almost totally without motor transport, Italian battle tactics were mostly static in nature. Even once Rommel and the Afrika Korps arrived on the scene, Italian troops were deployed almost exclusively in static defended positions. This was not appreciated by the troops themselves, whose morale plummeted when learning that British forces had encircled their positions.

The typical Italian plan was almost unchanged from those used in the First World War. Forces would find a good position and dig themselves in, relying on massed artillery and machine gun fire to break up enemy counterattacks. Armor, both tanks and Walkers based on german designs, were used solely as infantry support units and not as mobile striking forces, in the manner of the Germans and the British.

MORALE

Italian troops and vehicle crew has a default Morale of 4 (Rookie). Artillery and Bersaglieri infantry have a default Morale of 3 (Qualified).

Italian Infantry Support Company

1 x Company HQ: two officers, two sergeants and six troopers, including a radio.

1 x Mortar Platoon: six mortars with three crew each.

1 x AT Gun Platoon: six 37mm AT guns with three crew each and a horse team.

Italian Armor Company

1 x HQ Troop: one command tank and two recon vehicles.

3 x Troop: three armored vehicles each.

(Note that tank and walker units used the same organization. Italian walker units were usually composed of German types made under license, or derivative thereof.)

Italian Artillery Company

1 x HQ Detachment: two officers, two sergeants and six troopers. Two scout cars and a radio truck are attached to it.

1 x Forward Observer Detachment: an officer, one sergeant and six troopers in two scout cars.

3 x Battery: two field guns each, with six crew for each gun and two supply trucks and one ammunition truck for each battery.

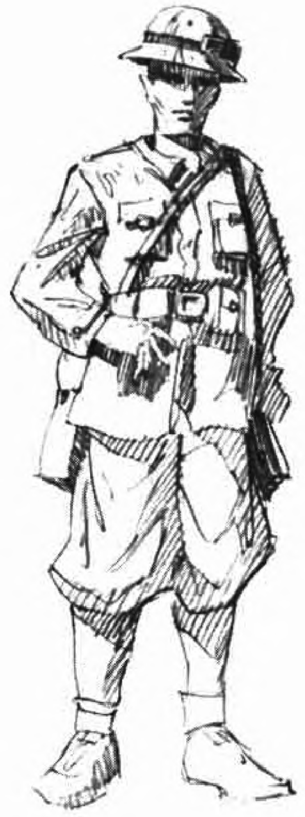
Italian Infantry Company

1 x Company HQ: two officers, two sergeants and six other troopers of various ranks, including a radio.

3 x Platoons: each platoon consisted of an HQ squad with an officer and six troopers plus a light MG team, and three squads, each consisting of one NCO, a light machine gun team, and seven riflemen.

COLOR SCHEMES

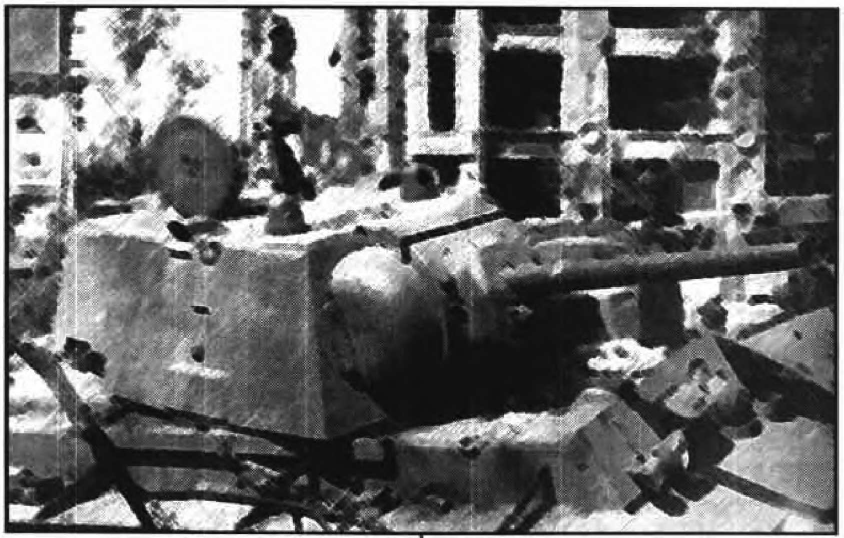
The Italian forces in the Desert War employed an overall color scheme of a flat tan for all their vehicles. Infantry uniforms were khaki, with brown leather equipment. Either a steel helmet painted tan, or a white tropical sun helmet was worn. The Bersaglieri wore a spray of green cock feathers on the side of their helmets.



DEUTCHES AFRIKA KORPS

The Afrika Korps is one of the most romanticized German formations of the Second World War. Perhaps this is because the troops, like their commander, were guilty of none of the war crimes that stained the honor of much of the rest of the German military in World War Two. The Afrika Korps always displayed consummate gallantry and professionalism during the entirety of its campaigns and existence. It was the last theatre of the war where the notion of chivalry to a fallen foe was evidenced; after Africa, a much grimmer, savage conflict awaited the world.

Rommel was the driving force behind the entirety of German effort in Africa. He was seemingly tireless, always on the move, wearing out vehicles and (much younger) staff officers with an equal lack of regard. But in the end, even his boundless energy was found to have limits. Wracked with sickness and exhaustion, Rommel would be forced to leave his beloved troops behind, in the face of the oncoming Allied Juggernaut. Unlike their beloved commander, those who survived the Fall of Tunisia were fortunate in one respect: by sitting out the rest of the war in Allied POW camps, they got to go home alive once the War was over. Rommel was not to be so fortunate.



BATTLE DRILL

German Military thinking, coming out of the experience of the First World War, had undergone a dramatic change. Gone were the old ways of long static lines of defense. Offensive operations were now seen as the key to achieving victory. Defensive positions were to be avoided, except when necessary to provide time for forces to regroup and resupply for further offensive operations. A great help in this was the new doctrine of superior training for lower ranking soldiers. As a result of General Von Seeckt's post World War One reforms, German privates, corporals and sergeants received a heretofore unheard of level of training, as well as encouragement to use personal initiative in battle. Expecting the old hidebound army of World War One, this came as a great shock to the Allies.

The basic concept of German offensive operations was one of encirclement. The enemy would be encircled, cut off and destroyed by local German superiority of armor, airpower, and artillery. Full use would be made of available technical innovations, and of surprise. German Staff planners regarded the full-scale frontal assault with contempt, deeming it wasteful of manpower and materiel. Whenever possible, they preferred to utilize flank attacks on weaker enemy forces. This was the doctrine of Blitzkrieg. In his campaigns in the deserts of North Africa, Rommel would demonstrate to the world that he had mastered its doctrine.

MORALE

Afrika Korps infantry squads and vehicle crews have a default morale Threshold of 2 (Veteran).

Certain units, such as the Paratroopers and the SS Rockettruppen, were well-trained and indoctrinated, and have a default Morale Threshold of 1 (Elite).

COLOR SCHEMES

The DAK adopted an overall yellow/green "sand" color scheme for all their vehicles in North Africa (though some of the vehicles, not yet repainted, were still Panzer Gray or a mix between the two). This along with the famous palm tree insignia, became the standard throughout the campaign.

German infantry troops in North Africa were issued with a lightweight uniform of light tan (which bleached in the African sun to a faded neutral cloth in very short order) and a tropical sun helmet. The helmets were replaced almost immediately by the now famous billed cap, which became an Afrika Korps trademark. Equipment belts and boots were of brown leather.

Motorized Infantry or Panzergrenadier Company

1 x Company HQ Section: two officers, two sergeants and five troopers, including a radio.

3 x Rifle Platoon, each consisting of a Platoon HQ (one officer, one sergeant and four troopers) and three sections (one sergeant and eight troopers, two of which form a light machinegun team).

1 x Heavy Platoon, consisting of a Platoon HQ (one officer, one sergeant and four troopers) and one mortar section (three tubes with three crew each, commanded by a sergeant).

1 x AT Rifle Section: one sergeant, with three two-man rifle teams.

1 x AT Gun Section: three PAK 40 AT guns with three crew each, lead by a sergeant.

The Germans did not use support companies, preferring to spread out support weapons amongst line units instead. Motorized units used trucks, while Panzergrenadier units were equipped with Sdkfz 251 half-tracks.

DAK Armor Company

1 x Company HQ: one command vehicle and one recon vehicle.

3 x Troops: one command vehicle, one recon vehicle and two main battle vehicles.

Note that all German Tank and Walker companies used the same or similar organization.

DAK Artillery Company

1 x Company HQ: two officers, two sergeants and five troopers, including a radio, mounted in a radio truck and two Kubelwagens (small staff car).

1 x Forward Observer Detachment: one officer, one sergeant and three troopers including a radio, mounted in two Kubelwagens (small staff car).

3 x Battery: three PAK 40 AT guns or field guns each. Each gun has three crew, with four trucks for support.

Note that units equipped with 88 mm guns typically had two batteries of three guns each, and each gun had six crew.

SPECIAL UNITS

While the Germans in North Africa did not utilize special units in North Africa to the same extent as their enemies, there are two such units worthy of mention here.

Brigade Ramcke

Formed of the Paratroopers who survived the Malta raid, and led by their piratical leader, the Paras of Brigade Ramcke served with honor during the latter part of the African campaign in Tunisia. It was here that the Paras' legend of being the "Furher's Fire Brigade" was born.

1 x Company HQ section: two officers, two sergeants and five troopers, including a radio.

4 x Rifle Platoon: each consisting of a Platoon HQ (one officer, one sergeant and four troopers, including a radio) and 3 x Section (one sergeant and eight troopers, two of which form a light machine gun team, each).

Paratroopers have a default Morale of 1 (Elite).

SS Rockettruppen

Although they only appeared in the raid on Casablanca, the Rockettruppen are worthy of note. Led by their legendary commander Otto Skorzeny, they came within a few hundred yards of achieving their objective of capturing Churchill and Roosevelt. They would later become the terror of the steppes during the rest of the Russian campaign.

A Rockettruppen Kommando consists of the following:

1 x Command Section: one officer, one sergeant and four troopers.

3-5 x Raider Groups: 10 men each (one sergeant and nine troopers).

1 x Support Group: three two-man AT rifle teams led by a sergeant (later in the war these would be replaced by panzerfausts).

Note that all Rockettruppen units have radios and all are equipped with the new MP 42 assault rifle (Acc 0, Dam x2, Range 1/2/4/8, ROF 1). They all use jetpacks to move about (see **Gear Krieg** rulebook, page 63).

The default Morale for the Rockettruppen is 1 (Elite).

BRITISH EIGHT ARMY

"They are opponents fit for our steel. They pretend that they are not trained for war, and one sees that this is true. But they are good men in the art of war, or the game of war."

— General Erwin Rommel, on the British Army, 1941

The British Forces present in the Desert campaign truly represented the Empire in microcosm. Cockneys from the streets of London fought alongside dour highland Scots, laughing Irishmen, and their colonial cousins: Boers from South Africa, Diggers from Australia, Kiwi's from New Zealand, and from India, Sikhs of the Punjab and the Gurkhas of Nepal. Foreign volunteer units also served with distinction in the desert, the most noteworthy being the Poles and the Free French.

Always trained to a high standard, the Imperial troops in North Africa served with honor and distinction, rolling with the hardest and most cunning of "the Desert Fox's" punches, without, as Montgomery would have put it, "being knocked for six."

BATTLE DRILL

The British Troops in the Western Desert were organized along the lines of the 1937 Army Reforms. Emphasis was place on fire and movement over the old static defensive tactics of World War One. Attacks were to be made on a broad front, with companies moving independently, making use of supporting artillery fire as needed. In Defense, great emphasis was placed on concealment, and mutual support. Maximum use of artillery and armor support was to be made, and the need for an ample reserve to be kept for a counterattack was stressed. There was also a great deal of training done in the art of logistical support and battle planning.

British doctrine on armor (walkers and tanks), at the outset of the conflict, differed from that of the Germans. As they had done in France, British commanders clung to the outmoded concept of armor having two distinct, separated functions, to be performed by separate types of machines.

Pursuit was the function of light tanks and walkers, while infantry support was left to slower, more heavily armored machines. The lack of support between the two types of armor saw the light units destroyed by German antitank defenses before the heavier units could reach them. Surrounded in turn by the German armor, these heavier units would then be destroyed.

By the time of Auchinleck's assumption of command, this doctrine had been superceded by one that more closely matched the Germans'. Auchinleck, and later Montgomery, favored the buildup of massive forces to hammer the Afrika Korps, knowing that Rommel's supplies were never as plentiful as their own.

MORALE

British infantry squads and vehicle crews have a default Morale Threshold of 3 (Qualified).

Guard units and certain Commonwealth Troops, Australians, New Zealanders, and Sikhs, have a default Morale Threshold of 2 (Veteran). The Nepalese Gurkhas, who enjoyed a well-deserved reputation for ferocity and indomitable fighting spirit, have a default Morale Threshold of 1 (Elite).

COLOR SCHEMES

For a brief period early in the conflict, the British forces in North Africa experimented with a sand, black, sky-blue and white angular pattern-breaking color scheme. It was deemed to be less than successful, and for the balance of the campaign, an overall desert sand color scheme was used on all vehicles.

Infantry uniforms were also made from the same Khaki (from the Indian word for dust) colored cloth. In the desert, the only concession made to the climate was the issue of a lighter weight uniform and shorts instead of long trousers.

British and Commonwealth Infantry Company

Company HQ: one captain, two sergeants and six troopers, including a radio.

3 x Platoon: each platoon consisted of one Platoon HQ (one officer, two sergeants and six troopers), a Boys Anti-tank gun team, a 2" mortar and three sections (each containing a corporal, a Bren Gun team and five riflemen).

This company can be converted to a Motor Battalion by adding two Bren Carriers to the company HQ, and nine trucks (three per platoon).

British and Commonwealth Infantry Support Company

The Support Company, of which there was one in each battalion, consisted of:

1 x Mortar Platoon: six tubes with three crew each, mounted in Bren carriers.

1 x Anti-tank Platoon: six 6lbdr. AT guns with four crew each, towed by Bren carriers; one extra carrier is included for ammunition transport.

1 x Carrier Platoon HQ: commanded by a Captain with three additional Bren carriers. The command carrier has a radio.

British and Commonwealth Armor company

1 x HQ Troop: one command vehicle and two scout vehicles.

3 x Troops: one command vehicle and two regular vehicles each.

(Note that all Tank and Walker units used this basic organization.)

British and Commonwealth Artillery Company

1 x Company HQ: two officers and six troopers, in two jeeps and a radio truck.

1 x Forward Observer: one officer and four troopers, mounted in a carrier, with a radio.

3 x Battery: two 25lbdr guns each, with two transport trucks per battery.

SPECIAL UNITS

Some mention should be made here of the several unorthodox raiding units employed by the British during the Desert War.

The S.A.S.

Special Air Service units, although they were originally infantry only, quickly became mounted once supplies of the US-made Jeep became available.

A typical patrol of the SAS consisted of four "Pink Panther" Jeeps (with two machine guns on each). The SAS' Morale Threshold is 1 (Elite).

The LRDG

The Long Range Desert Group (LRDG) was a reconnaissance unit, tasked with tracking Axis troop movements. They avoided combat whenever possible. Until the Jeep became available, LRDG units were responsible for delivering and picking up SAS patrols.

A typical LRDG patrol consisted of six "Pink Panther" trucks. Their Morale Threshold is 2 (Veteran).

Popski's Private Army

An amalgam of the two previously listed units, Popski's forces consisted of a mixture of SAS-style Jeeps and LRDG trucks.

Popski's patrols typically consisted of two to three jeeps and four trucks, with the odd Cavalier-A walker when they could get them.

Their Morale Threshold is 1 (Elite)

UNITED STATES EXPEDITIONARY FORCE

"When the great day of battle comes, remember your training... you must succeed, for retreat is as cowardly as it is fatal. Americans do not surrender. During the first days and nights ashore you must work unceasingly, regardless of sleep, regardless of food. A pint of sweat will save a gallon of blood. The eyes of the world are watching us. The heart of America beats for us. God is with us. On our victory depends the freedom or slavery of the human race. We shall surely win."

— General Patton to US troops before the landings of Operation Torch

The US Army was well trained, but even more so, it was well equipped. Having supplied the rest of the Allies for several years, America was in full wartime production. The Allies used equipment from the USA for years and gave extensive feedback: this allowed the Army's equipment, though it was the first time they were fielding it, to have already gone through battlefield testing. The US Army also got to learn from others mistakes and laid out its forces in the most modern manner.

BATTLE DRILL

The US Army reorganized itself in early 1942. After Pearl Harbor and seeing what happened to Allied forces worldwide, the US Army was determined not to make the same mistakes and to greatly increase the size of its armed forces. The new organization stressed progressive training and pratices or rehearsals in realistic battle conditions. So rigorous was the training, that some troops, finding themselves in battle for the first time, commented "Hell, this is no worse than maneuvers."

Once an individual had gone through the seventeen weeks of basic training, thirteen weeks were spent training in units, starting at squads and finishing with regiments. Finally, fourteen weeks were spent in combined arms exercises.

Patton, who was in charge of training the Western Force for Operation Torch, made sure things got done. The way he made sure of this was not well received by others, however, and was counter to the standard procedures. The following quote by an Army Ground Forces Officer discusses this:

"Frequent changes of instructions on troop movements have been normal... This condition appears to be getting worse... The condition was aggravated by the introduction of... General Patton's headquarters, here in Washington [D.C.], which dealt directly with the Desert Training Center and issued certain instructions at variance with those issued by the office [A.G.F.] without notifying this office... In addition to this, the Services of Supply issued directives to its supply agencies to ship equipment direct to the units."

MORALE

Though American equipment had been battle-tested, the army had not. Operation Torch would allow the US Army to smooth out any of the rough areas of its doctrine. It also showed that the US forces were highly motivated and dedicated, despite being newcomers to the fight.

US Army infantry and vehicle crews had a default Morale Threshold of 4 (Rookies). Ranger units had a default Moral Threshold of 2 (Veteran); Krueger's Men had a default Moral Threshold of 3 (Qualified).

COLOR SCHEMES

American vehicles were painted olive drab (green) as standard. Sometimes painted tan or a tan wash was applied. Most commonly, mud, dust or dirt was used to camouflage the vehicle. Unit markings were painted in white or black, usually with stencils.

American infantry uniforms were a tan cotton uniform with a wool olive drab jacket. There were short sleeve shirts and short pants, but the majority of the forces wore long sleeve and full length pants.

Army Infantry Company

1 x Company HQ: one Captain, one 1st Lieutenant, one 1st Sergeant, three Sergeant, one Corporal, fourteen Privates plus a radio and five 2.36-in bazooka.

3 x Rifle Platoon: each included a Platoon HQ (one 2nd Lieutenant, one 1st Sergeant, one Staff Sergeant, two Private, plus a radio and a sniping rifle) and three Rifle Squads (one Staff Sergeant, one Sergeant, ten Private and a BAR each).

1 x Weapons Platoon: each included one Platoon HQ (one 1st Lieutenant, one Sergeant, four Privates, plus two Jeep, two 1/4-ton trailer and a radio), and one 60mm Mortar Section (Section HQ:one Sergeant, three Privates, plus three Mortar Squads of one Corporal, four Privates and a 60mm mortar).

1 x Light Machine Gun Section: one Section HQ (one Sergeant, three Private) and two MG Squads (one Corporal, four Privates and a .30 cal machinegun each).

Army Heavy Weapons Company

1 x Company HQ: one Captain, one 1st Lieutenant, one 1st Sergeant, two Staff Sergeant, three Sergeant, one Corporal, twenty-five Privates, with one .50 cal MG, two Jeeps, one Weapon Carrier and a radio.

1 x 81mm Mortar Platoon: it consists of one Platoon HQ (one Lieutenant, one Technical Sergeant, two Corporal, two Privates, with two 2.36-in bazooka, one Jeep and a radio) and three 81mm Mortar Sections (Section HQ: one 2nd Lieutenant, one Staff Sergeant, and two Squads: one Staff Sergeant, one Corporal, six Privates, plus one Jeep, one 1/4-ton trailer and one 81mm mortar).

2 x .30 cal MG Platoon: each platoon includes one Platoon HQ (one Lieutenant, one Technical Sergeant, two Corporal, two Private, plus two 2.36-in bazooka, one Jeep and a radio) and two .30 cal MG Sections (one Staff Sergeant plus two Squads: one Sergeant, six Privates plus one Jeep, one 1/4-ton trailer and one .30 cal MG each).

Army Medium Tank Company

A typical US Army Medium Tank Company, of which there is one per Medium Tank Battalion, consisted of:

1 x Company HQ: one Medium Tank (Command variant), two Medium Tank, one Jeep.

3 x Medium Tank Platoon: four Medium Tank each.

Army Light Tank Company

A typical US Army Light Tank Company, with one per battalion being standard, consisted of:

1 x Company HQ: two Light Tank, one Jeep.

3 x Light Tank Platoon: four Light Tank each.

Special Units

With the US Army just recently reorganized before the Africa campaign, there were only a few specialized units in service. Only two saw action in North Africa.

Rangers

The Rangers excelled at extended force marches and stealthy assaults, sometimes without the use of any vehicles.

A typical unit of Rangers is four platoons of forty-eight men each (broken down in four Rifle squads within each platoon).

Rangers were supported by jeep- or man-towed artillery and assault guns. A typical support platoon for the rangers consisted of four Jeeps, two assault guns (M3A1, rulebook p.108) and two towing trailers. Each of these trailers had a 81mm mortar tube (Heavy Mortar, rulebook p. 62) and ammo for both the mortars and guns.

Krueger's Men (or Kruegermen)

Krueger's Men was a specialized company of walker pilots and motorcylist brought about by Colonel Walter Krueger. Krueger's Men excelled at night-time and cross-country special operations.

The Kruegermen were composed of four platoons in North Africa. Each platoon contained three walker squads (with four assorted walkers each) and one motorcycle squad (with eight motorcyclist per squad).

VICHY FRANCE FORCES

Vichy French forces in North Africa were organized and equipped in a manner identical to that of the French armies of the 1940 campaign. Morale for the Vichy forces was a chancy thing. Some troops were fanatically loyal, while others were merely waiting for a chance to desert. This divided sense of loyalty mirrored the state of France at this time, half ground down under the bootheel of the Nazi occupation, and half "enjoying" the dubious freedom of the Vichy government — small wonder that soldiers were unsure where their own loyalties laid. General Charles DeGaulle's Free French forces (supported by the Allies) bombarded their Vichy counterparts with pro-allied propaganda, and Free French troops fought with distinction as part of the 8th army as well as independently in other French Colonial possessions around the globe.

Nowhere was this dichotomy more evident than in the case of the Légion Etrangère (the Foreign Legion). Units of the Légion found themselves on both sides of the conflict, depending on the politics of their French commanding officers. Whichever side they were on, they fought with consummate professionalism, upholding the old Légion motto "Marche ou Crève" ("March or Die").

BATTLE DRILL

Vichy French military doctrine was mired in the thinking of the 1930's. Tactics were keyed towards defense; infantry was expected to fix the enemy, and hold him in position while infantry close support tanks and artillery provided the hammer blow to destroy him. The French were not exactly at liberty to experiment with new military doctrine, as they were closely watched by the Germans.

Vichy independent armor units were formed up from lighter tanks only. Heavier units, like the Somua, Char B-1 and the Grognard were doled out in penny packets of one or two tanks each to an infantry company as support.

MORALE

Morale for Vichy troops in North Africa was unreliable. Whenever a Vichy unit comes under fire for the first time, whether damage is done or not, 1d6 is rolled and the result checked on the following chart (Foreign Legion units are exempt from this rule, and are always treated as Morale 2 Veteran):

Vichy Morale Table

1	Morale Threshold 4 (Rookie)
2	Morale Threshold 4 (Rookie)
3	Morale Threshold 4 (Rookie)
4	Morale Threshold 3 (Qualified)
5	Morale Threshold 3 (Qualified)
6	Morale Threshold 2 (Elite)

COLOR SCHEMES

The Vichy French forces in North Africa made little concession to the Desert environment. Vehicles were painted a uniform dark green, as they were in France. Armored units made use of playing card symbols (clubs, spades, hearts, and diamonds) as insignia. Camouflaged vehicles were officially discouraged, but in practice, individual units adopted field expedients (netting, scrub brush, mud) whenever possible.

Infantry wore a lighter weight version of the continental French army uniform, in the continental color scheme of field blue/gray favored by the French. A steel helmet of uniquely French design was worn. Légionnaire uniforms differed little, but most wore the famous Kepi Blanc in place of the steel helmet.

THE FOREIGN LEGION

Most were not Frenchmen (except for the officers) but they fought for France with tenacity and élan. Formed in the mid-19th century, the Légion had a long and proud tradition of military excellence. Primarily an infantry organization, there were some small numbers of armored units. DBLEs (Demi-Brigades Légion Etrangères) were present in the Desert War on both sides.

Foreign Legion infantry organization was identical to that of their Vichy regular counterparts. For game purposes, the only difference is in the default Morale of 2 (Veteran).

Note that the Legion troops can be taken by either Axis or Allied player. Other Free French units were uniformed and equipped by the country supporting them (Great Britain or the USA) and used the sponsoring country's TO&E's .

Infantry Company

1 x HQ Section: two officers and two sergeants with eight troopers, including a radio.

4 x Platoon: each platoon consisted of one Platoon HQ (one officer and six troopers with a light machine gun team) and three Squads (one NCO, a light machine gun team and ten riflemen).

This formation can be upgraded to a Motorized Company by the addition of one truck for the company HQ and three trucks for each Platoon (for a total of thirteen vehicles).

Infantry Support Company

1 x HQ Section: two officers and two sergeants with eight troopers, including a radio.

1 x Mortar Platoon: six mortar tubes with three crew for each tube.

1 x AT Gun Platoon: six 37mm AT guns with three crew each and a horse team.

1 x Heavy Support Unit: in some cases, heavy tanks were attached to infantry formations as support — typically either one Grognard or two Char B-1s per company.

This formations can be upgraded to a Motorized Support Company by the addition of one truck for the Company HQ, three for the Mortar Platoon and six for the AT platoon (ten vehicles in total).

Armor Company

1 x HQ Troop: one command tank and two tanks.

3 x Troop: four tanks each.

Artillery company

1 x HQ Detachment: two officers, two NCO's and five troopers, with two trucks and a radio truck.

1 x Forward Observer Detachment: one officer, one NCO and four troopers, with two scout cars.

3 x Battery: two field guns per battery with six crew each, plus two supply trucks, plus one ammunition truck per battery.

SPECIAL UNITS

The only widespread special unit used by the French forces in North Africa was the Foreign Legion, whose exploits would become legends on both side.

Foreign Legion

1 x HQ Section: two officers and two sergeants with eight troopers, including a radio.

4 x Platoon: each consisted of one Platoon HQ (one officer and six troopers, plus a light machinegun team) and three Squads (one NCO, one light machinegun team and ten riflemen each).

This formation can be upgraded to a Motorized Company by the addition of one truck for the HQ Section and three for each Platoon (for a total of thirteen vehicles).

The Foreign Legion troopers have a default Morale of 2 (Veteran) and are not subject to the random Morale rule (see previous page).

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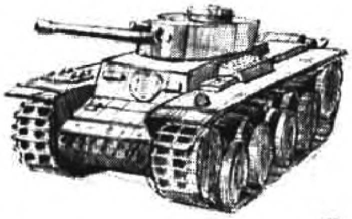


Nationality:	German
Vehicle Type:	Tank
Year in Service:	1939

Size:	7	Crew:	4
Armor:	10/20/30	Movement:	Ground 4/6
Maneuver:	-3	Deployment Range:	250 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Threat Value:	38

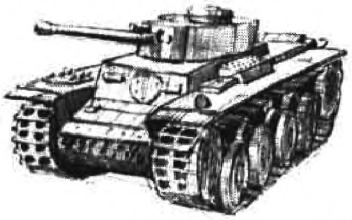
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Reinforced Armor	+1 Front Armor

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
Skoda 3.7cm	T	4	8	16	32	0	x8	1	72	-
7.92 MG	T	1	2	4	8	0	x2	1	800	ROF2, AI
7.92 MG	FF	1	2	4	8	0	x2	1	800	ROF2, AI

PzKmpfw 38(t) Ausf D



Nationality:	German
Vehicle Type:	Tank
Year in Service:	1939

Size:	7	Crew:	4
Armor:	10/20/30	Movement:	Ground 4/6
Maneuver:	-3	Deployment Range:	250 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Threat Value:	38

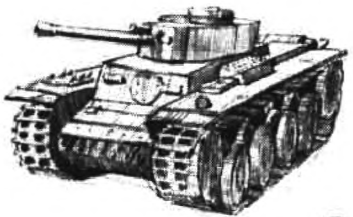
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Reinforced Armor	+1 Front Armor

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
Skoda 3.7cm	T	4	8	16	32	0	x8	1	72	-
7.92 MG	T	1	2	4	8	0	x2	1	800	ROF2, AI
7.92 MG	FF	1	2	4	8	0	x2	1	800	ROF2, AI
Smoke	FF	0	0	0	0	0	0	1	4	Obsc:2

PzKmpfw 38(t) Befehswagon



Nationality:	German
Vehicle Type:	Tank
Year in Service:	1939

Size:	7	Crew:	3
Armor:	10/20/30	Movement:	Ground 4/6
Maneuver:	-3	Deployment Range:	250 km
Sensors:	None	Communications:	-1/8km
Fire Control:	-2	Threat Value:	19

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Reinforced Armor	+1 Front Armor

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
7.92 MG	T	1	2	4	8	0	x2	1	800	ROF2, AI
7.92 MG	FF	1	2	4	8	0	x2	1	800	ROF2, AI

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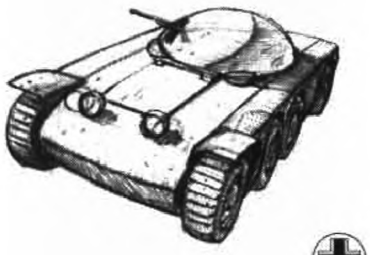


Nationality:	German
Vehicle Type:	Armored Car/Light Tank
Year in Service:	1941

Size:	6	Crew:	4
Armor:	10/20/30	Movement:	Ground 4/6
Maneuver:	-2	Deployment Range:	110 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2		Threat Value: 33

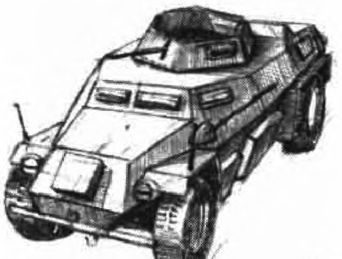
PERKS & FLAWS

Amphibious	Can cross Water	Buttoned Up	-2 Detection *or* Exposed Crew
Inefficient Controls	-1 Bonus Action		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
3.7cm KwK30 Gun	T	4	8	16	32	0	x8	1	66	-
7.92 MG	FF	1	2	4	8	0	x2	1	500	ROF2, AI

SdKfz 222 Armored Car



Nationality:	German
Vehicle Type:	Armored Car
Year in Service:	1936

Size:	5	Crew:	3
Armor:	7/14/21	Movement:	Ground 4/6
Maneuver:	-2	Deployment Range:	250 km
Sensors:	None	Communications:	None
Fire Control:	-2		Threat Value: 25

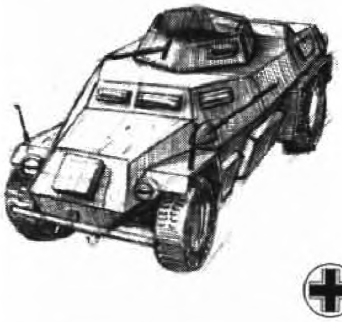
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Exposed FireCon	+1 to FC Damage Table rolls
Exposed Crew	Crew hits are one step worse	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
2cm KwK 38 Gun	T	3	6	12	24	0	x6	1	180	-
7.92 MG	T	1	2	4	8	0	x2	1	1050	ROF2, AI

SdKfz 223 Armored Car



Nationality:	German
Vehicle Type:	Armored Car
Year in Service:	1936

Size:	5	Crew:	3
Armor:	7/14/21	Movement:	Ground 4/6
Maneuver:	-2	Deployment Range:	250 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Threat Value:	12

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Exposed FireCon	+1 to FC Damage Table rolls
Exposed Crew	Crew hits are one step worse	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
7.92 MG	T	1	2	4	8	0	x2	1	1050	ROF2, AI

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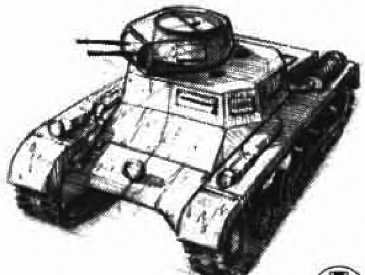


Nationality:	German
Vehicle Type:	Tank
Year in Service:	1934

Size:	6	Crew:	2
Armor:	9/18/27	Movement:	**Ground** 3/5
Maneuver:	-3	Deployment Range:	120 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2		Threat Value: 19

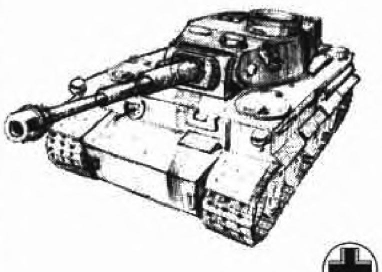
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Reinforced Armor	+1 Front Armor
Weapon Link	MGs		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
7.92 MG	T	1	2	4	8	0	x2	2	1,525	ROF2, AI

PzKmpfw VI Ausf E "Tiger"



Nationality:	German
Vehicle Type:	Tank
Year in Service:	1943

Size:	13	Crew:	5
Armor:	16/32/48	Movement:	**Ground** 2/4
Maneuver:	-3	Deployment Range:	120 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Threat Value:	110

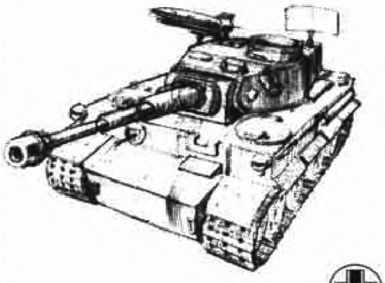
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Random Shutdown	1
Reinforced Armor	+1 Front Armor		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
Kwk 36 L/56 8.8 cm	T	6	12	24	48	0	x15	1	92 7.92 MG	
T	1	2	4	8	0	x2	1	1,710		AI, ROF2 7.92
MG	FF	1	2	4	8	0	x2	1	1,710	AI, ROF2

PzKmpfw VI Ausf EXS "Tiger"



Nationality:	German
Vehicle Type:	Tank
Year in Service:	1943

Size:	13	Crew:	5
Armor:	16/32/48	Movement:	**Ground** 2/4
Maneuver:	-3	Deployment Range:	120 km
Sensors:	-2/2km	Communications:	-1/5km
Fire Control:	-1	Threat Value:	269

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Defective Fire Control	Rating 1
Inefficient Controls	-1 Bonus Action	Large Sensor Profile	-1 To Concealment
Random Shutdown	1	Reinforced Armor	+1 Front Armor

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
Kwk 36 L/56 8.8 cm	T	6	12	24	48	0	x15	1	92	-
7.92 MG	T	1	2	4	8	0	x2	1	1,710	AI, ROF2
7.92 MG	FF	1	2	4	8	0	x2	1	1,710	AI, ROF2
R-92	T	5	10	20	40	+1	x14	1		1

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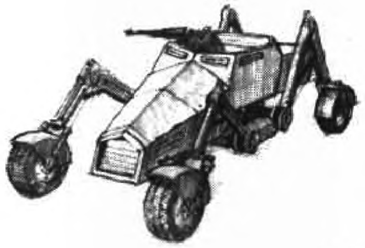
SdKfz 312 "Spinner"



Nationality:	German
Vehicle Type:	Armored Car
Year in Service:	1941

Size:	5	Crew:	2
Armor:	4/8/12	Movement:	Ground 4/8
Maneuver:	-1	Deployment Range:	140 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	7

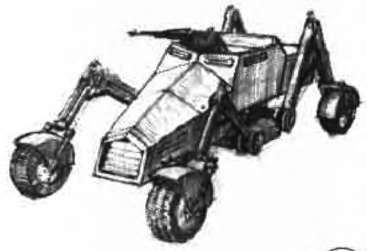
PERKS & FLAWS

Exposed Crew	Crew hits one step worse	Exposed FireCon	+1 to FC Damage Table rolls
Improved Off-Road Capability	-1MP cost	Inefficient Controls	-1 Bonus Action
Poor Towing	Half capacity	Reinforced Armor	+1 Front Armor
Unstable	-1 Driving at Top Speed		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
7.92 MG	T	1	2	4	8	0	x2	2	1,000	AI, ROF2

SdKfz 314 "Spinner Zwei"



Nationality:	German
Vehicle Type:	Armored Car
Year in Service:	1941

Size:	5	Crew:	2
Armor:	5/10/15	Movement:	[Ground] 4/8
Maneuver:	-1	Deployment Range:	140 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	9

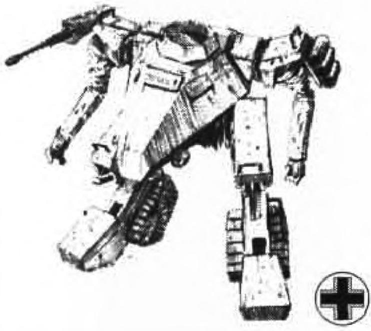
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Improved Off-Road Capability	-1MP
Inefficient Controls	-1 Bonus Action	Poor Towing	Half Capacity

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
7.92 MG	T	1	2	4	8	0	x2	2	1,000	AI, ROF2

PzK V ausf C "Valkurie"



Nationality:	German
Vehicle Type:	Walker
Year in Service:	1941 (Late)

Size:	7	Crew:	2
Armor:	8/16/24	Movement:	Walker 2/4, Ground 3/5
Maneuver:	-1	Deployment Range:	70 km
Sensors:	None	Communications:	-2/3km
Fire Control:	-1	Threat Value:	33

PERKS & FLAWS

Inefficient Controls	-1 Bonus Action	Manipulator Arms	2 x Rating 5, Can Punch
Poor Towing	Half Capacity	Reinforced Armor	+1 Front Armor
Weak Point	-1 Armor on Movement Hits		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
3.2 cm K 77	F	2	4	8	16	0	x7	1	20	-
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	3	-	AI

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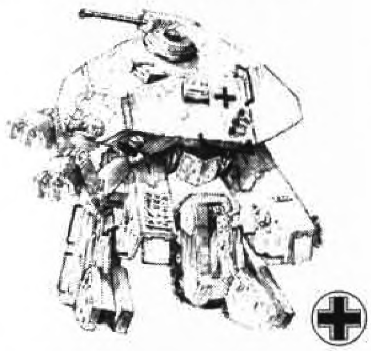
PzK VI Ausf E "Donner"



Nationality:	German
Vehicle Type:	Walker
Year in Service:	1942

Size:	7	Crew:	2
Armor:	9/18/27	Movement:	Ground 3/6, Walker 3/5
Maneuver:	-1	Deployment Range:	75 km
Sensors:	None	Communications:	-2/3km
Fire Control:	-1	Threat Value:	39

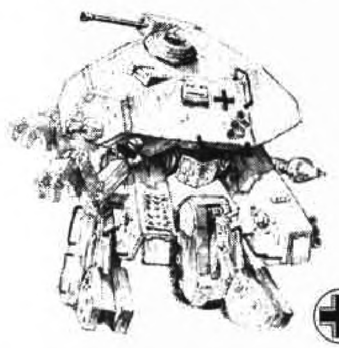
PERKS & FLAWS

Inefficient Controls	-1 Bonus Action	Manipulator Arms	2 x Rating 5, Can Punch
Overheating	Light Dam. if moves & fires 3+ turns	Random Shutdown	Rating1
Reinforced Armor	+1 Front Armor	Weak Point	-1 Armor on Movement Hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
3.2 cm K 90C Gun	F	2	4	8	16	0	x7	1	20	-
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	3	-	AI
Smoke	FF	0	0	0	0	0	-	1	3	Obsc: 2

PzK VI Ausf F "Donner"



Nationality:	German
Vehicle Type:	Walker
Year in Service:	1942

Size:	7	Crew:	2
Armor:	9/18/27	Movement:	Ground 3/6, Walker 3/5
Maneuver:	-1	Deployment Range:	95 km
Sensors:	None	Communications:	-2/4km
Fire Control:	-1	Threat Value:	42

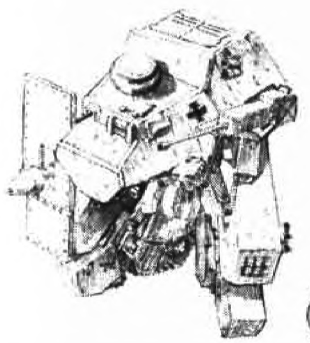
PERKS & FLAWS

Inefficient Controls	*-1 Bonus Action*	Manipulator Arms	2 x Rating 5, Can Punch
Overheating	-	Reinforced Armor	+1 Front Armor
Weak Point	-1 Armor on Movement Hits		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
3.2 cm K 90c Gun	F	2	4	8	16	0	x7	1	20	-
GrPzFausts	F	1	2	4	8	-1	x13	2	-	HEAT
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	3	-	AI
Smoke	FF	0	0	0	0	0	-	1	3	Obsc:2

PzK VII Ausf A "Uller"



Nationality:	German
Vehicle Type:	Walker
Year in Service:	1943

Size:	7	Crew:	2
Armor:	11/22/33	Movement:	Ground 3/6, Walker 2/4
Maneuver:	-1	Deployment Range:	110 km
Sensors:	-2/1km	Communications:	-2/4km
Fire Control:	0	Threat Value:	98

PERKS & FLAWS

Defective Fire Control	1	Manipulator Arms	2 x Rating 6, Can Punch
Inefficient Controls	-1 Bonus Action	Reinforced Armor	+1 Front Armor
Overheating	Light Dam. if moves & fires 3+ turns	Unstable	1
Reinforced Crew Compartment	1	Weak Point	-1 Armor on Movement Hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
GrPzShr Rockets	F	2	4	8	16	0	x13	1	6	HEAT
1.8 cm K 70 Gun	F	2	4	8	16	0	x5	1	20	ROF1
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	3	-	AI
Smoke	FF	0	0	0	0	0	-	1	3	Obsc:2
Frag Dischargers FF	0	0	0	0	-1	x3	1	4		AI, AE

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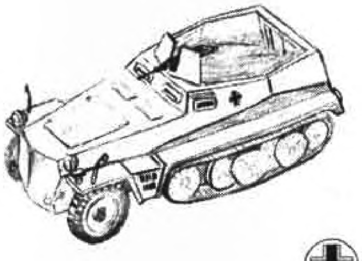
SdKfz 250/1



Nationality:	German
Vehicle Type:	Halftrack
Year In Service:	1940

Size:	6	Crew:	6
Armor:	7/14/21	Movement:	Ground 3/6
Maneuver:	-3	Deployment Range:	300km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	8

PERKS & FLAWS

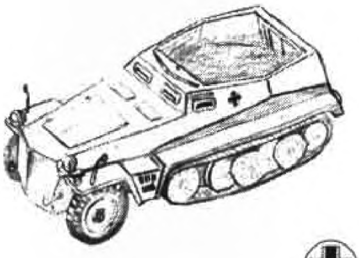
Exposed FireCon	+1 to FC Damage Table rolls	Exposed Crew	Crew hits one step worse
Inefficient Controls	-1 Bonus Action	Large Sensor Profile	-1 To Concealment

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
MG 34 8mm	F	1	2	4	8	0	x2	1	1200	AI, ROF2
MG 34 8mm	R	1	2	4	8	0	x2	1	1200	AI, ROF2

Variants: SdKfz 250/3: Communications -1/8km, TV 8; SdKfz 250/6: Remove MG 34s, add 70 rounds of 7.5cm rounds, TV 7; SdKfz 250/12: Sensors -3/2km, Communications -1/8km, Forward Observer, TV 9

SdKfz 250/7



Nationality:	German
Vehicle Type:	Halftrack
Year In Service:	1940

Size:	6	Crew:	6
Armor:	7/14/21	Movement:	Ground 3/6
Maneuver:	-3	Deployment Range:	300km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	79

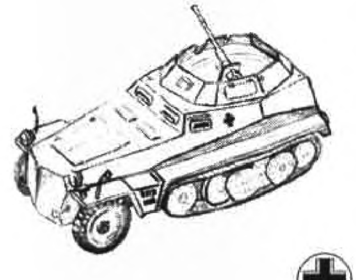
PERKS & FLAWS

Exposed FireCon	+1 to FC Damage Table rolls	Exposed Crew	Crew hits one step worse
Inefficient Controls	-1 Bonus Action	Large Sensor Profile	-1 To Concealment

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
8cm sGrW 34 Mortar	FF	3	6	12	24	-1	x6	1	50	MR3, AE0, IF, AI

SdKfz 250/8



Nationality:	German
Vehicle Type:	Halftrack
Year In Service:	1940

Size:	6	Crew:	6
Armor:	7/14/21	Movement:	Ground 3/6
Maneuver:	-3	Deployment Range:	300km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	14

PERKS & FLAWS

Exposed FireCon	+1 to FC Damage Table rolls	Exposed Crew	Crew hits one step worse
Inefficient Controls	-1 Bonus Action	Large Sensor Profile	-1 To Concealment
Weapon Stab.	Stop and one Action to set up		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
7.5cm KwK L/24	FF	4	8	16	24	0	x11	1	40	-
MG 34 8mm	FF	1	2	4	8	0	x2	1	1200	AI, ROF2

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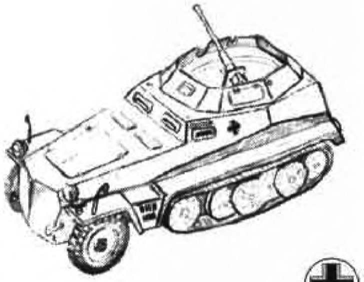
SdKfz 250/9



Nationality:	German
Vehicle Type:	Halftrack
Year In Service:	1940

Size:	6	Crew:	6
Armor:	7/14/21	Movement:	Ground 3/6
Maneuver:	-3	Deployment Range:	300km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	69

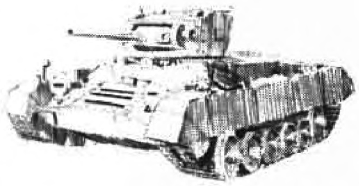
PERKS & FLAWS

Exposed FireCon	+1 to FC Damage Table rolls	Exposed Crew	Crew hits one step worse
Inefficient Controls	-1 Bonus Action	Large Sensor Profile	-1 To Concealment
Ammo Storage	7x20 2cm round clips		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2cm Flak 38 Gun	T	6	12	24	48	0	x6	1	20	ROF2

Infantry Tank Mk III "Valentine" (Mk I)



Nationality:	Commonwealth
Vehicle Type:	Tank
Year in Service:	1940

Size:	9	Crew:	3
Armor:	11/22/33	Movement:	Ground 2/4
Maneuver:	-3	Deployment Range:	150 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	33

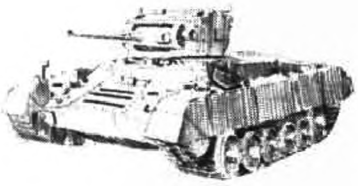
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed	Crew Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
2-pdr Gun	T	3	6	12	24	0	x8	1	70	-
.303 Besa MG	T	2	4	8	0	x2	1	800		ROF2, AI

Infantry Tank Mk III "Valentine" (MkII)



Nationality:	Commonwealth
Vehicle Type:	Tank
Year in Service:	1940

Size:	9	Crew:	3
Armor:	11/22/33	Movement:	**Ground** 2/4
Maneuver:	-3	Deployment Range:	180 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	33

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile			-1 To Concealment

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
2-pdr Gun	T	3	6	12	24	0	x8	1	70	-
.303 Besa MG	T	2	4	8	0	x2	1	800		ROF2, AI

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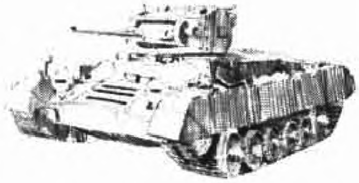
Infantry Tank Mk III "Valentine" (MkIII)



Nationality:	Commonwealth
Vehicle Type:	Tank
Year in Service:	1940

Size:	9	Crew:	4
Armor:	11/22/33	Movement:	Ground 2/4
Maneuver:	-3	Deployment Range:	170 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	33

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
2-pdr Gun	T	3	6	12	24	0	x8	1	70	-
.303 Besa MG	T	2	4	8	0	x2	1	800		ROF2, AI

Infantry Tank Mk III "Valentine" (MkVII)

Nationality:	Commonwealth
Vehicle Type:	Tank
Year in Service:	1940

Size:	9	Crew:	3
Armor:	11/22/33	Movement:	Ground 2/4
Maneuver:	-3	Deployment Range:	190 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	33

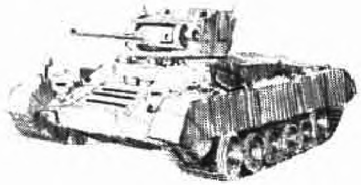
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Reinforced Ammo/Fuel Storage	Take one hit

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
2-pdr Gun	T	3	6	12	24	0	x8	1	70	-
Browning MG	T	1	2	4	8	0	x2	1	800	ROF2, AI

Infantry Tank Mk III "Valentine" (MkIX)



Nationality:	Commonwealth
Vehicle Type:	Tank
Year in Service:	1940

Size:	9	Crew:	4
Armor:	11/22/33	Movement:	Ground 2/4
Maneuver:	-3	Deployment Range:	190 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	38

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Reinforced Ammo/Fuel Storage	Take one hit

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
6-pdr Cannon	T	4	8	16	32	0	x9	1	60	-
Browning MG	T	1	2	4	8	0	x2	1	800	ROF2, AI

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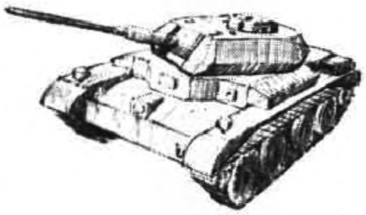
Cruiser Tank MkIII (A13)



Nationality:	Commonwealth
Vehicle Type:	Tank
Year in Service:	1939

Size:	8	Crew:	4
Armor:	10/20/30	Movement:	Ground 3/7
Maneuver:	-3	Deployment Range:	150 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2		Threat Value: 30

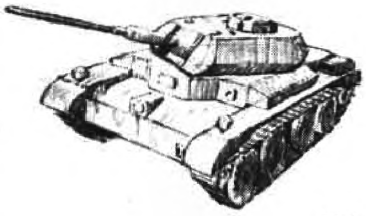
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
2 pdr	T	3	6	12	24	0	x8	1	70	-
.303 Besa	T	2	4	8	0	x2	1	800		ROF2, AI

Cruiser Tank MkII (A13 MkII)



Nationality:	Commonwealth
Vehicle Type:	Tank
Year in Service:	1939

Size:	8	Crew:	4
Armor:	10/20/30	Movement:	Ground 3/7
Maneuver:	-3	Deployment Range:	150 km
Sensors:	None	Communications:	-1/3km
Fire Control:	-2	Threat Value:	30

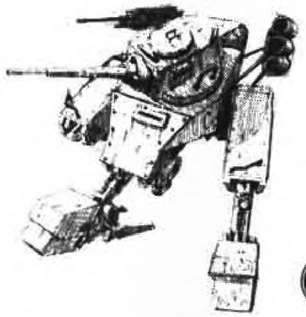
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Brittle Armor	Lose twice Armor to hits	Reinforced Armor	+1 Armor to Front
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
2 pdr	T	3	6	12	24	0	x8	1	70	-
.303 Besa	T	2	4	8	0	x2	1	800		ROF2, AI

Infantry Walker Mk VIIIC "Cavalier" (MkIII)



Nationality:	Commonwealth
Vehicle Type:	Walker
Year in Service:	1941

Size:	7	Crew:	2
Armor:	8/16/24	Movement:	Walker 2/4, Ground 3/5
Maneuver:	-1	Deployment Range:	70 km
Sensors:	None	Communications:	-2/2km
Fire Control:	-1	Threat Value:	

PERKS & FLAWS

Airdroppable	Can be airdropped	Battle Arms	2x R4, Can Punch
Inefficient Controls	-1 Bonus Action	Poor Towing	Half Capacity
Reinforced Armor	+1 Armor Front	Weak Point	-1 to Movement Hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
M4B Cannon	F	2	4	8	16	0	x5	1	40	ROF1
.303 Besa MG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
M40 Grenade	F	0	0	0	0	-1	x9	3	-	AI

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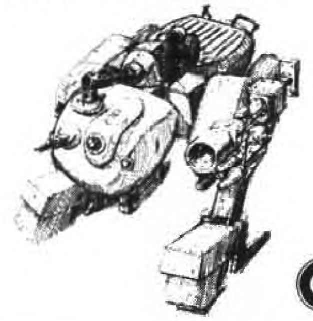
Infantry Walker MV12D "Roundhead" (MkIV)



Nationality:	Commonwealth
Vehicle Type:	Walker
Year in Service:	1942

Size:	7	Crew:	2
Armor:	9/18/27	Movement:	Walker 3/5, Ground 3/6
Maneuver:	-1	Deployment Range:	80 km
Sensors:	None	Communications:	-2/3km
Fire Control:	-1	Threat Value:	48

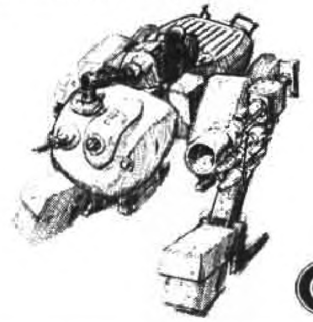
PERKS & FLAWS

Battle Arms	2x R5, Can Punch	Hazardous Ammo/Fuel	+2 on ammo/fuel hits
Inefficient Controls	-1 Bonus Action	Overheating	Light Dam. if moves & fires 3+ turns
Reinforced Armor	+1 Armor Front	Weak Point	-1 to Movement Hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
PVAT	F	0	1	2	4	-1	x13	1	5	-
M4B Cannon	F	2	4	8	16	0	x5	1	40	ROF1
.303 Besa MG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
M50 Grenade	F	0	0	0	0	-1	x10	3	-	AI

Infantry Walker MV12E "Roundhead" (MkV)



Nationality:	Commonwealth
Vehicle Type:	Walker
Year in Service:	1943

Size:	7	Crew:	2
Armor:	9/18/27	Movement:	Walker 3/5, Ground 3/6
Maneuver:	-1	Deployment Range:	90 km
Sensors:	-2/1km	Communications:	-2/3km
Fire Control:	0	Threat Value:	49

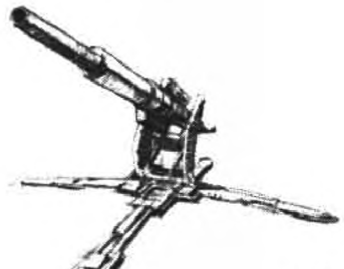
PERKS & FLAWS

Battle Arms	2x R5, Can Punch	Defective Fire Con	Rating 1
Hazardous Ammo/Fuel	+2 on ammo/fuel hits	Inefficient Controls	-1 Bonus Action
Reinforced Armor	+1 Armor Front	Weak Point	-1 to Movement Hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
PVAT	F	0	1	2	4	-1	x13	1	5	-
M4B Cannon	F	2	4	8	16	0	x5	1	40	ROF1
.303 Besa MG	FF	1	2	4	8	0	x2	1	200	ROF2, AI
M50 Grenade	F	0	0	0	0	-1	x10	3	-	AI

40mm Bofors



Nationality	British
Vehicle Type	Anti-Aircraft Gun
Year In Service	1939

Size:	4	Crew:	4
Armor:	5/10/15	Movement:	None
Maneuver:	-10	Deployment Range:	None
Sensors:	None	Communications:	None
Fire Control:	-2	Threat Value:	92

PERKS & FLAWS

Exposed Crew	Crew hits are one step worse	Exp. FireCon	+1 to FireCon Damage Table rolls
Clipped Ammunition, 19 x 10-round clips*			

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
40mm Bofors	T	6	12	24	48	0	9	1	10*	ROF1

*One Action to replace clip; Light AUX hit destroys 1 clip, Heavy AUX hit destroys 1D6 clips.

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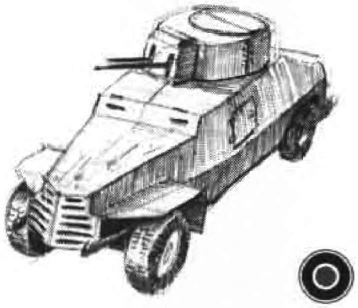
Marmon Herrington Armoured Car MkII



Nationality:	Great Britain (South African)
Vehicle Type:	Armored Car
Year In Service:	1940

Size:	5	Crew:	4
Armor:	5/10/15	Movement:	Ground 5/9
Maneuver:	-2	Deployment Range:	322km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Threat Value:	15

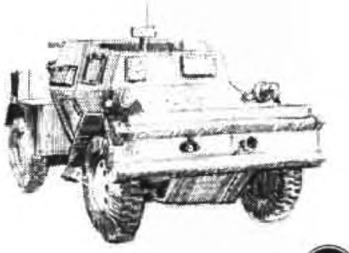
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Ammo Storage	29 x 5-shot 13.97mm clips

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Boys 13.97mm	T	1	2	4	8	+1	x5	1	5	-
Vickers 7.7mm	T	1	2	4	8	0	x2	1	250	AI, ROF2

Daimler Armoured Car



Nationality:	Great Britian
Vehicle Type:	Armored Car
Year In Service:	1941

Size:	6	Crew:	3
Armor:	7/14/21	Movement:	Ground 5/9
Maneuver:	-2	Deployment Range:	330km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Threat Value:	23

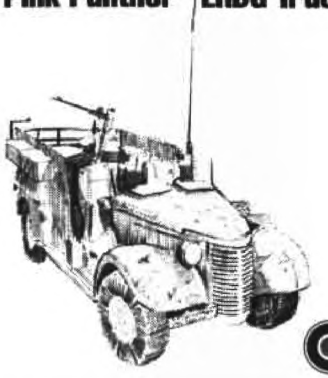
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
2lb Cannon	T	3	6	12	24	0	x8	1	> 20	-
.31 Besa MG	T	1	2	4	8	0	x2	1	> 250	AI, ROF2

"Pink Panther" LRDG Truck



Nationality:	US/British
Vehicle Type:	Raid/Recon Truck
Year in Service:	1940

Size:	5	Crew:	3
Armor:	5/10/15	Movement:	Ground 4/8
Maneuver:	-3	Deployment Range:	500 km
Sensors:	None	Communications:	-1/8km
Fire Control:	-2	Treat Value:	12

PERKS & FLAWS

Cargo Bay	12m², Open Topped	Exposed Crew	Crew hits are one step worse
Ramplate	Half Damage ramming Front	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Exposed Fire Control	FC hits are one step worse
Weapon Link	Linked MGs	Hazardous Ammo/Fuel	+2 on ammo/fuel hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
Vickers HMG	FF	1	2	4	8	0	x4	1	150	AI, ROF1
Browning .30	T	1	2	4	8	0	x2	1	300	AI, ROF2, WL
Browning .30	T	1	2	4	8	0	x2	1	300	AI, ROF2, WL
Smoke		FF	0	0	0	0	0	0	1	4 Obsc:2

NOTE: Replace both Brownings with one infantry Vickers HMG (remove Weapon Link) or one Bazooka (remove Weapon Link); TV 9

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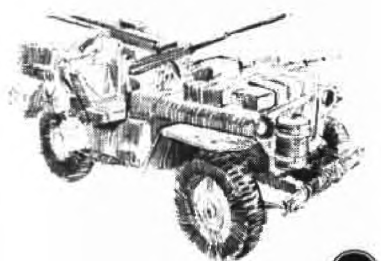
"Pink Panther" SAS Jeep



Nationality:	US/British
Vehicle Type:	Recon/Raid Jeep
Year in Service:	1940

Size:	4	Crew:	3
Armor:	4/8/12	Movement:	Ground 4/8
Maneuver:	-2	Deployment Range:	500 km
Sensors:	None	Communications:	-1/8km
Fire Control:	-2	Treat Value:	7

PERKS & FLAWS

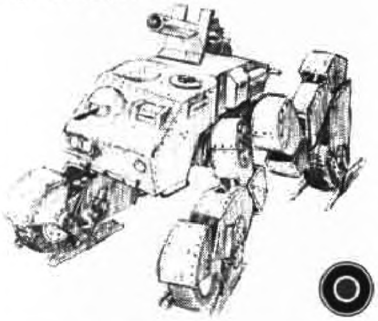
Cargo Bay	2m², Open Topped	Exposed Crew	Crew hits are one step worse
Ramplate	1/2 damage ramming Front	Inefficient Controls	-1 Bonus Action
Exposed FireCon	FC hits are one step worse	Hazardous Ammo/Fuel	+2 on ammo/fuel hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
Vickers HMG	FF	1	2	4	8	0	x4	1	150	AI, ROF1
WC Browning .30	T	1	2	4	8	0	x2	1	300	AI, ROF3
Smoke	FF	0	0	0	0	0	0	1	4	Obsc:2

NOTE: Replace the Water Cooled Browning with an infantry Vickers HMG or Bazooka; TV11.

Wagsworth Infantry Quadruped Mk I



Nationality:	Great Britain
Vehicle Type:	Walker
Year In Service:	1941

Size:	9	Crew:	3
Armor:	13/26/39	Movement:	Walk 2/3, Ground 2/4
Maneuver:	-1	Deployment Range:	55km
Sensors:	None	Communications:	-1/5km
Fire Control:	-1	Threat Value:	58

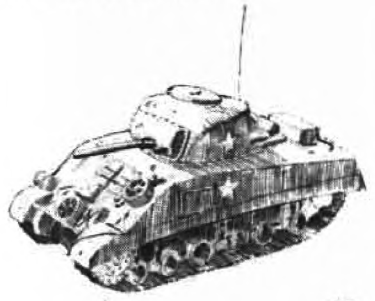
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-2 To Concealment	Weak Point	-1 Legs/Movement

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
6-pdr	F	4	8	16	32	0	x9	1	30	-
.303 BESA	F	1	2	4	8	0	x2	1	250	AI, ROF2

M4A1 Sherman



Nationality:	United States
Vehicle Type:	Tank
Year in Service:	1941

Size:	11	Crew:	5
Armor:	14/28/42	Movement:	Ground 3/6
Maneuver:	-3	Deployment Range:	160 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Treat Value:	67

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Hazardous Ammo/Fuel	+2 on ammo/fuel hits
Reinforced Armor	+1 Front Armor	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
M3 75mm	T	4	8	16	32	0	x11	1	88	-
.30 MG	T	1	2	4	8	0	x2	1	3,600	ROF2, AI
.30 MG	FF	1	2	4	8	0	x2	1	3,600	ROF2, AI

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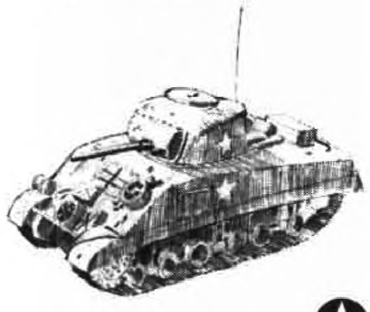
M4A2 Sherman



Nationality:	United States
Vehicle Type:	Tank
Year in Service:	1941

Size:	11	Crew:	5
Armor:	14/28/42	Movement:	Ground 4/7
Maneuver: -3		Deployment Range:	170 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Treat Value:	85

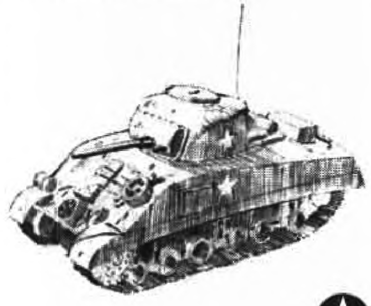
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Hazardous Ammo/Fuel	+2 on ammo/fuel hits
Reinforced Armor	+1 Front Armor	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Weapon Link	2 of the 3 FF MGs are linked

WEAPONS

Name		Arc	S	M	L	Ex	Acc	Dm	#	Ammo Spec
M3 75mm	T	4	8	16	32	0	x11	1	88	-
.30 MG	T	1	2	4	8	0	x2	1	3,600	ROF2, AI
.30 MG	FF	1	2	4	8	0	x2	1	3,600	ROF2, AI
.30 MG	FF	1	2	4	8	0	x2	1	3,600	ROF2, AI
.30 MG	FF	1	2	4	8	0	x2	1	3,600	ROF2, AI

M4A3 Sherman



Nationality:	United States
Vehicle Type:	Tank
	Year in Service: 1942

Size:	11	Crew:	5
Armor:	14/28/42	Movement:	Ground 3/6
Maneuver:	-3	Deployment Range:	170 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Treat Value:	67

PERKS & FLAWS

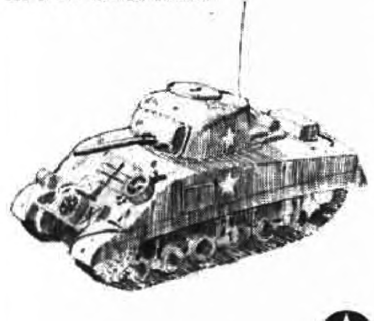
Buttoned Up	-2 Detection *or* Exposed Crew	Hazardous Ammo/Fuel	+2 on ammo/fuel hits
Reinforced Armor	+1 Front Armor	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name		Arc	S	M	L	Ex	Acc	Dm	#	Ammo Spec
M3 75mm	T	4	8	16	32	0	x11	1	80	-
.30 MG	T	1	2	4	8	0	x2	1	3,600	ROF2, AI
.30 MG	FF	1	2	4	8	0	x2	1	3,600	ROF2, AI

Note: Depending on the scenario, the Flaw "Hazardous Ammo/Fuel Storage" may be removed, in which case increase the M3 cannon to 90 rounds

M4A4 Sherman



Nationality:	United States
Vehicle Type:	Tank
Year in Service:	1942

Size:	11	Crew:	5
Armor:	14/28/42	Movement:	Ground 3/6
Maneuver:	-3	Deployment Range:	160 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Treat Value:	68

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Hazardous Ammo/Fuel	+2 on ammo/fuel hits
Reinforced Armor	+1 Front Armor	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name		Arc	S	M	L	Ex	Acc	Dm	#	Ammo Spec
M3 75mm	T	4	8	16	32	0	x11	1	95	-
.30 MG	T	1	2	4	8	0	x2	1	3,600	ROF2, AI
.30 MG	FF	1	2	4	8	0	x2	1	3,600	ROF2, AI

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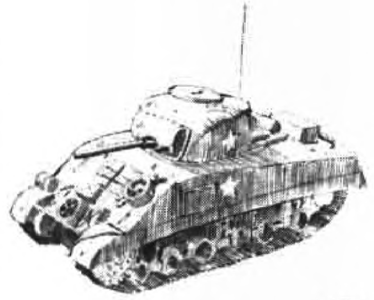
M4A6 Sherman



Nationality:	United States
Vehicle Type:	Tank
	Year in Service: 1943

Size:	11	Crew:	5
Armor:	14/28/42	Movement:	Ground 4/7
Maneuver:	-3	Deployment Range:	170 km
Sensors:	-2/1km	Communications:	-1/5km
Fire Control:	-2	Treat Value:	74

PERKS & FLAWS

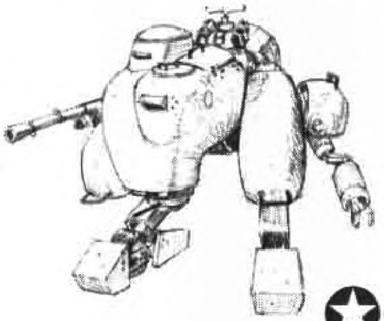
Buttoned Up	-2 Detection *or* Exposed Crew	Hazardous Ammo/Fuel	+2 on ammo/fuel hits
Defective Fire Control	R=1	Reinforced Armor	+1 Front Armor
Inefficient Controls	-1 Bonus Action	Large Sensor Profile	-1 To Concealment

WEAPONS

Name		Arc	S	M	L	Ex	Acc	Dm	#	Ammo Spec
T1 76mm	T	4	8	16	32	0	x12	1	72	-
.30 MG	T	1	2	4	8	0	x2	1	3,600	ROF2, AI
.30 MG	FF	1	2	4	8	0	x2	1	3,600	ROF2, AI

Note — Depending on the scenario, the Flaw "Hazardous Ammo/Fuel Storage" may be removed.

M14A1 General Jackson



Nationality:	United States
Vehicle Type:	Walker
Year in Service:	1943

Size:	7	Crew:	2
Armor:	10/20/30	Movement:	Walker 3/5, Ground 3/6
Maneuver:	-1	Deployment Range:	100 km
Sensors: -	2/1km	Communications:	-2/3km
Fire Control:	0	Treat Value:	103

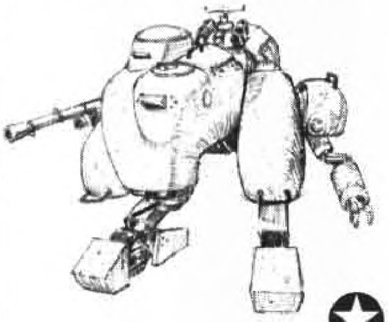
PERKS & FLAWS

Manipulator Arms	2x R5, can punch	Reinforced Armor	+1 Front Armor
Inefficient Controls	-1 Bonus Action	Defective Fire Control	R=1
Weak Point	-1 armour on movement hits		

WEAPONS

Name		Arc	S	M	L	Ex	Acc	Dm	#	Ammo Spec
Walker Bazooka	F	2	4	8	16	0	x12	1	6	-
M8D Cannon	F	2	4	8	16	0	x8	1	20	-
.50 MG	T	1	2	4	8	0	x4	1	300	ROF1, AI
Smoke		F	0	0	0	0	0	0	1	3 Obsc=2
M50 Grenade	F	0	0	0	0	-1	x10	3	-	AI

M14A2 General Jackson



Nationality:	United States
Vehicle Type:	Walker
Year in Service:	1943

Size:	7	Crew:	2
Armor:	10/20/30	Movement:	Walker 2/4, Ground 3/5
Maneuver:	-1	Deployment Range:	85 km
Sensors:	-2/1km	Communications:	-2/3km
Fire Control:	0	Treat Value:	118

PERKS & FLAWS

Manipulator Arms	2x R5, can punch	Reinforced Armor	+2 Front Armor
Inefficient Controls	-1 Bonus Action	Defective Fire Control	R=1
Weak Point	-1 armour on movement hits	Weapon Link	Both .50 MGs

WEAPONS

Name		Arc	S	M	L	Ex	Acc	Dm	#	Ammo Spec
Bazooka	F	2	4	8	16	0	x12	1	10	-
.50 MG	F	1	2	4	8	0	x4	1	300	ROF1, AI
.50 MG	F	1	2	4	8	0	x4	1	300	ROF1, AI
Smoke		F	0	0	0	0	0	0	1	4 Obsc=2
M50 Grenade	F	0	0	0	0	-1	x10	5	-	AI

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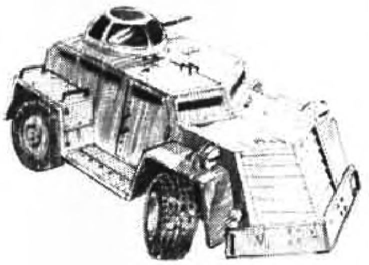
Tucker APC



Nationality:	USA
Vehicle Type:	Armored Personnel Carrier
Year In Service:	1942

Size	5	Crew	3
Armor	6/12/18	Movement	Ground 5/10
Maneuver	-2	Deployment Range	300 km
Sensors	None	Communications	-2/3 km
Fire Control	-2	Threat Value	15

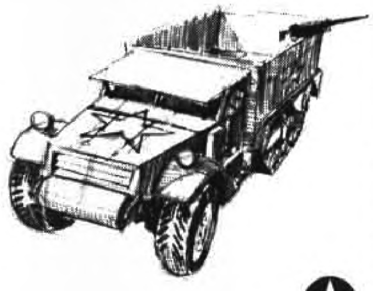
PERKS & FLAWS

Passenger Seating	for six troopers	Unstable	At Top Speed, -1 to Driving Tests
Large Sensor Profile	-2 To Concealment	Weapon Link	Turreted MGs

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
M1918A5 .30	F	1	2	4	8	0	x2	1	250	AI, ROF2
M1918T1 .30	T	1	2	4	8	+1	x2	2	1000	AI, ROF2
										or
M2A3 .50	T	1	2	4	8	+1	x4	1	350	AI, ROF1
M2A3 .50	T	1	2	4	8	+1	x4	1	350	AI, ROF1

M3 Halftrack APC



Nationality:	United States
Vehicle Type:	Halftrack
Year In Service:	1941

Size:	7	Crew:	2
Armor:	7/14/21	Movement:	Ground 4/7
Maneuver:	-3	Deployment Range:	282km
Sensors:	None	Communications:	None
Fire Control:	-2	Threat Value:	32

PERKS & FLAWS

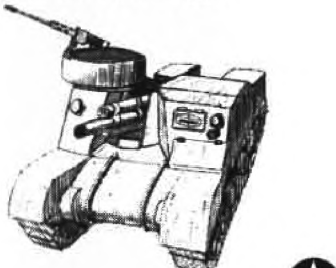
Passenger Seating	Space for ten troopers	Exposed FireCon	+1 to FC Damage Table rolls
Exposed Crew	Crew hits are one step worse	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
.50 M2	T	1	2	4	8	0	x4	1	2000	> AI, ROF 1
.30 Browning	R	1	2	4	8	0	x2	1	> 2000	AI, ROF2

Communication Vehicle variant: Communications -1/5km, TV 32

M7 'Priest' Howitzer Carriage



Nationality:	United States
Vehicle Type:	Self-Propelled Gun
Year In Service:	1942

Size:	11	Crew:	5
Armor:	13/26/39	Movement:	Ground 3/5
Maneuver:	-3	Deployment Range:	201km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Threat Value:	306

PERKS & FLAWS

Exposed Crew	Crew Hits are one step worse	Inefficient Controls	-1 Bonus Action
Hazardous Ammo/Fuel	+2 on ammo/fuel hits	Large Sensor Profile	-1 To Concealment

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
105mm Howitzer	FF	14	28	56	112	-3	x12	1	69	MR10, AE0, IF
.50 M2	T	1	2	4	8	0	x4	1	200	AI, ROF1

Note: this artillery piece can fire at double its Extreme range at -4 Accuracy; it then cannot target individual units, only terrain features.

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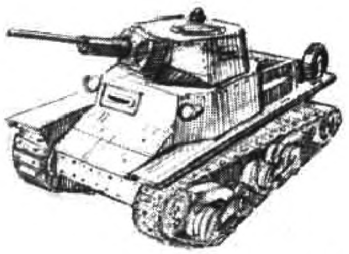
Fiat L6/40 Light Tank



Nationality	Italian
Vehicle Type	Tank
Year In Service	1940

Size	7	Crew	2
Armor	10/20/30	Movement	Ground 3/5
Maneuver	-3	Deployment Range	200km
Sensors	None	Communications	-1/5km
Fire Control	-2	Threat Value	35

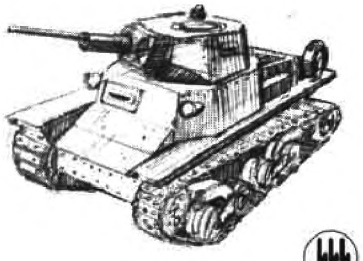
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm Cannon	T	3	6	12	24	0	x6	1	296	-
Breda 8mm MG	T	1	2	4	8	0	x2	1	2460	AI, ROF2

Fiat L6/40 Light Tank with Flamethrower



Nationality	Italian
Vehicle Type	Tank
Year In Service	1940

Size	7	Crew	2
Armor	10/20/30	Movement	Ground 3/5
Maneuver	-3	Deployment Range	200km
Sensors	None	Communications	-1/5km
Fire Control	-2	Threat Value	48

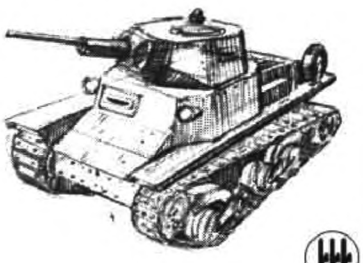
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Flamethrower	T	0	0	0	1	+1	x7	1	5	SB
Breda 8mm MG	T	1	2	4	8	0	x2	1	2460	AI, ROF2

Fiat L6/40 Light Tank Command



Nationality	Italian
Vehicle Type	Tank
Year In Service	1940

Size	7	Crew	2
Armor	10/20/30	Movement	Ground 3/5
Maneuver	-3	Deployment Range	200km
Sensors	None	Communications	-1/8km
Fire Control	-2	Threat Value	35

PERKS & FLAWS

Exposed Crew	Crew Hits One Step Worse	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm Cannon	T	3	6	12	24	0	x6	1	296	-
Breda 8mm MG	T	1	2	4	8	0	x2	1	2460	AI, ROF2

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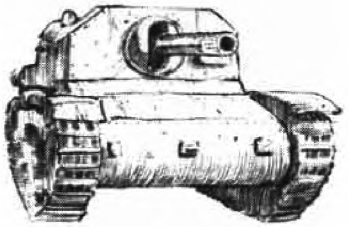
Fiat Semovente L40 47/32



Nationality	Italian
Vehicle Type	SP Anti-Tank Gun
Year In Service	1940

Size	7	Crew	2
Armor	10/20/30	Movement	Ground 3/5
Maneuver	-3	Deployment Range	200km
Sensors	None	Communications	-1/5km
Fire Control	-2	Threat Value	21

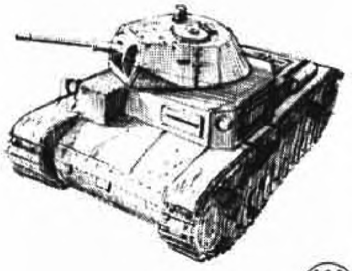
PERKS & FLAWS

Inefficient Controls	-1 Bonus Action	Large Sensor Profile	-1 To Concealment
Exposed Crew	Crew hits one step worse	Exposed FireCon	+1 to FC Dam Table rolls

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Cannon	FF	3	6	12	24	0	x9	1	70	-

Fiat M13/40 Medium Tank



Nationality	Italian
Vehicle Type	Tank
Year In Service	1940

Size	8	Crew	4
Armor	12/24/36	Movement	Ground 2/4
Maneuver	-3	Deployment Range	200km
Sensors	None	Communications	-1/5km
Fire Control	-2	Threat Value	38

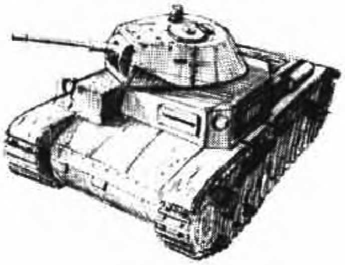
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Large Sensor Profile	-1 To Concealment
Hazardous Fuel/Ammo Storage			

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Cannon	FF	3	6	12	24	0	x9	1	104	-
Breda 8mm MG	T	1	2	4	8	0	x2	1	2460	AI, ROF2

Fiat M40 Medium Tank (Semovante Comando)



Nationality	Italian
Vehicle Type	Tank
Year In Service	1940

Size	8	Crew	4
Armor	12/24/36	Movement	Ground 2/4
Maneuver	-3	Deployment Range	200km
Sensors	None	Communications	-1/8km
Fire Control	-2	Threat Value	29

PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Hazardous Fuel/Ammo Storage	

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
47mm Cannon	FF	3	6	12	24	0	x9	1	104	-

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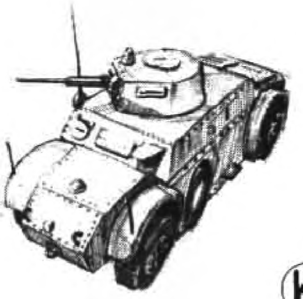
Autoblinda 40 Armored Car



Nationality	Italian
Vehicle Type	Armored Car
Year In Service	1939

Size	7	Crew	4
Armor	7/14/21	Movement	Ground 4/8
Maneuver	-2	Deployment Range	400km
Sensors	None	Communications	None
Fire Control	-2	Threat Value	22

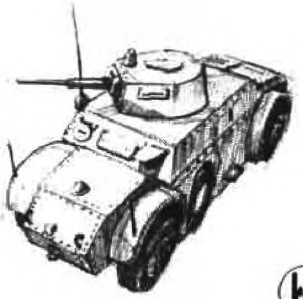
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
Breda 8mm MG	T	1	2	4	8	0	x2	2	3048	AI, ROF2
Breda 8mm MG	Rr	1	2	4	8	0	x2	1	2460	AI, ROF2

Autoblinda 41 Armored Car



Nationality	Italian
Vehicle Type	Armored Car
Year In Service	1939

Size	7	Crew	4
Armor	7/14/21	Movement	Ground 4/8
Maneuver	-2	Deployment Range	400km
Sensors	None	Communications	None
Fire Control	-2	Threat Value	32

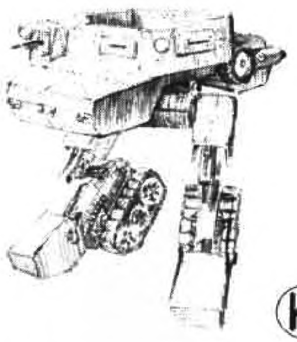
PERKS & FLAWS

Buttoned Up	-2 Detection *or* Exposed Crew	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm Cannon	T	3	6	12	24	0	x6	1	296	-
Breda 8mm MG	T	1	2	4	8	0	x2	1	2460	AI, ROF2
Breda 8mm MG	Rr	1	2	4	8	0	x2	1	2460	AI, ROF2

LC1/40 Light Walker



Nationality:	Italian
Vehicle Type:	Walker
Year in Service:	1940 (Late)

Size:	7	Crew:	2
Armor:	8/16/24	Movement:	Walker 2/4, Ground 3/5
Maneuver:	-1	Deployment Range:	60km
Sensors:	None	Communications:	-2/2km
Fire Control:	-1	Threat Value:	28

PERKS & FLAWS

Manipulator Arms	2 x Rating 4, Can Punch	Exposed Crew	Crew Hits are one step worse
Random Shutdown	Rating 1	Inefficient Controls	-1 Bonus Action
Large Sensor Profile	-1 To Concealment	Weak Point	-2 Armor on Movement Hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
20mm Cannon	F	3	6	12	24	0	x6	1	30	-
Breda 8mm MG	FF	1	2	4	8	0	x2	1	520	AI, ROF2

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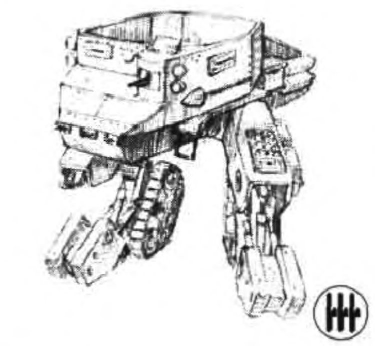
LC42 47/32 Walker



Nationality:	Italian
Vehicle Type:	Walker
Year in Service:	1942

Size:	7	Crew:	2
Armor:	9/18/27	Movement:	Walker 3/5, Ground 3/6
Maneuver:	-1	Deployment Range:	95 km
Sensors:	None	Communications:	-2/4km
Fire Control:	-1	Treat Value:	38

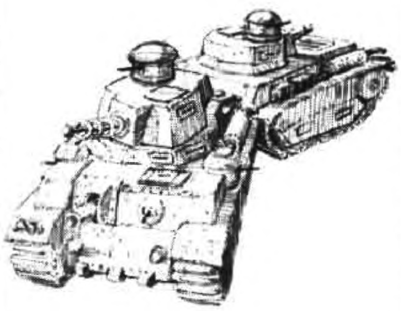
PERKS & FLAWS

Manipulator Arms	2 x Rating 5, Can Punch	Exposed Crew	*Crew Hits are one step worse*
Exposed FireCon	+1 on FC Damage Table rolls	Overheating	Light Dam. if moves & fires 3+ turns
Inefficient Controls	-1 Bonus Action	Weak Point	-2 Armor on Movement Hits

WEAPONS

Name	Arc	S	M	L	Ex	Acc	Dm	#	Ammo	Spec
3.2 cm K 90C	F	2	4	8	16	0	x7	1	20	-
7.92 MG	FF	1	2	4	8	0	x2	1	250	ROF2, AI
Grenades	F	-	-	-	-	-1	x10	3	-	AI
Smoke	FF	0	0	0	0	0	-	1	3	Obsc:2

CHAR AMX-42A "Grognard"



Nationality:	France
Vehicle Type:	Super-Heavy Tank
Year in Service:	1939

Size:	19	Crew:	9
Armor:	25/50/75	Movement:	Ground 2/4
Maneuver:	-3	Deployment Range:	100 km
Sensors:	None	Communications:	-1/5km
Fire Control:	-2	Treat Value:	134

PERKS & FLAWS

Name	Game Effects	Name	Game Effects
Buttoned Up	-2 Detection *or* Exposed Crew	Hazardous Ammo Supply	+2 Ammo/Fuel hits
Inefficient Controls	-1 Bonus Action	Large Sensor Profile	-2 To Concealment
Random Shutdown	Rating 1	Reinforced Armor	+2 Front Armor
Weak Point	-2 Armor on Movement		

WEAPONS

Name	Arc	S	M	L	Ex	Acc	DM	#	Ammo	Spec
AFE Tesla	F	1	2	4	8	0	x15	1	30	Haywire, AD1, PH3
47mm Cannon	FF	3	6	12	24	0	x9	1	65	-
47mm Cannon	R	3	6	12	24	0	x9	1	65	-
7.5mm MG	R	1	2	4	8	0	x2	1	2,000	ROF2, AI
7.5mm MG	T	1	2	4	8	0	x2	1	2,000	ROF2, AI
7.5mm MG	FF	1	2	4	8	0	x2	1	2,000	ROF2, AI
7.5mm MG	FR	1	2	4	8	0	x2	1	2,000	ROF2, AI
Frag Charges	F	0	0	0	0	-1	x3	1	12	AI

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Unit Name:		
Affiliation:		Quality:
Movement Mode:		MPs:
#	**Weapon**	**Damage Points**
1		○○○○○ ○○○○○
2		○○○○○ ○○○○○
3		○○○○○ ○○○○○
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6		○○○○○ ○○○○○
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15		○○○○○ ○○○○○

Unit Name:		
Affiliation:		Quality:
Movement Mode:		MPs:
#	**Weapon**	**Damage Points**
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15		○○○○○ ○○○○○

Unit Name:		
Affiliation:		Quality:
Movement Mode:		MPs:
#	**Weapon**	**Damage Points**
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Unit Name:		
Affiliation:		Quality:
Movement Mode:		MPs:
#	**Weapon**	**Damage Points**
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Unit Name:		
Affiliation:		Quality:
Movement Mode:		MPs:
#	**Weapon**	**Damage Points**
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15		○○○○○ ○○○○○

Unit Name:		
Affiliation:		Quality:
Movement Mode:		MPs:
#	**Weapon**	**Damage Points**
1		○○○○○ ○○○○○
2		○○○○○ ○○○○○
3		○○○○○ ○○○○○
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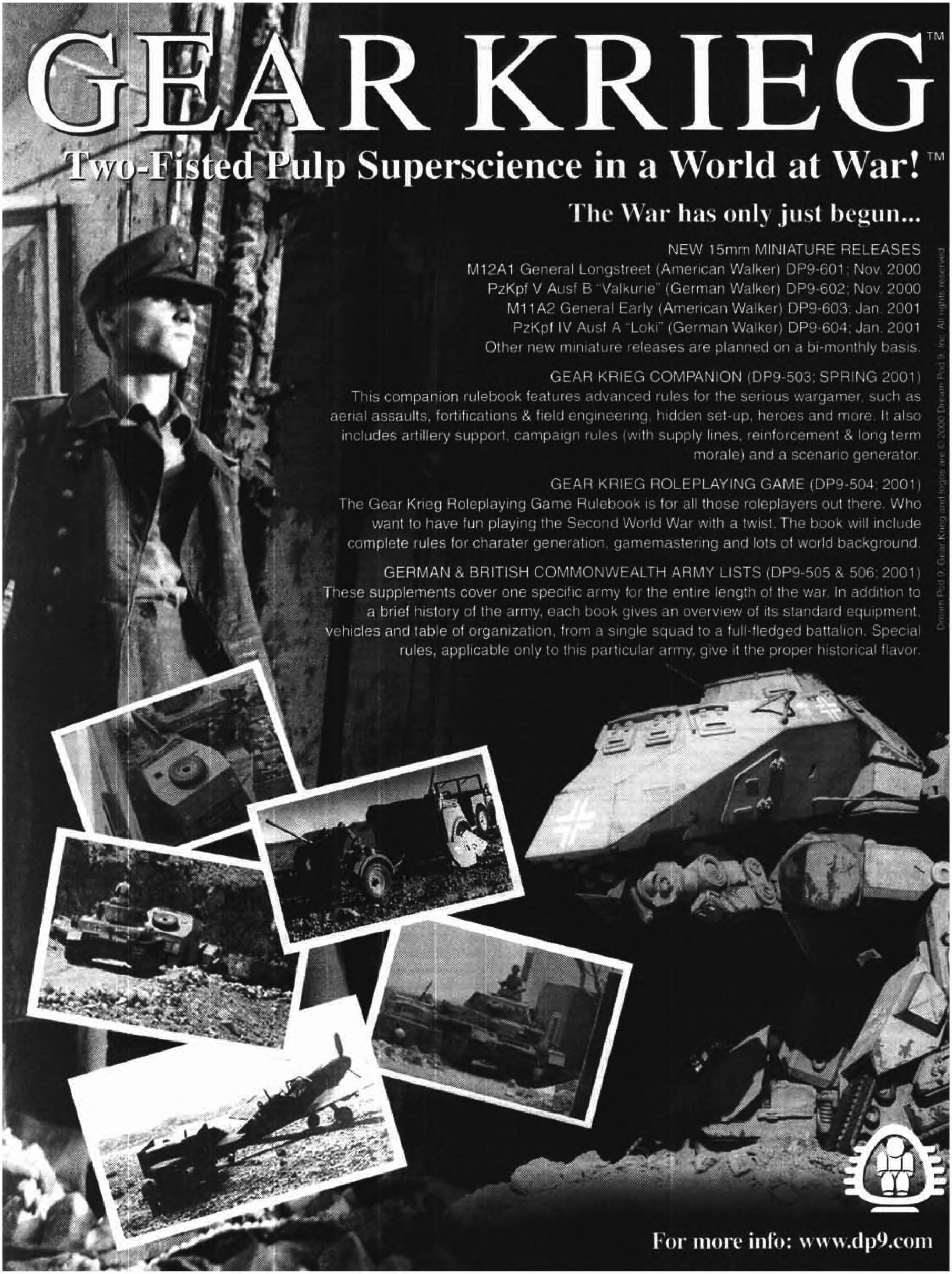

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